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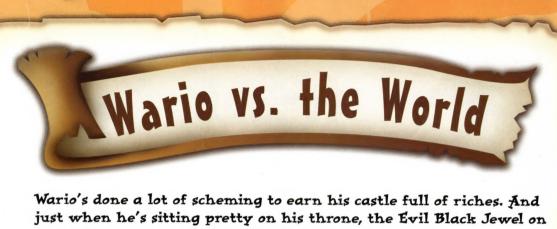
WARIOWERLD

He's-a number one! But when Wario tosses an evil jewel onto his treasure heap, the magic gem kicks Wario out of his castle and transforms the whole shebang into eight bizarre lands in to bash the cash out of every critter of his strangest ego trip ever!

The Official Nintendo Player's Guide

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Wario's done a lot of scheming to earn his castle full of riches. And just when he's sitting pretty on his throne, the Evil Black Jewel on top of his treasure pile takes it all away from him. The gem transforms the entire golden caboodle into eight areas filled with freaky monsters, bizarre contraptions and the strangest bosses he's ever faced. Only after Wario has reclaimed all of his treasure from the eight areas will he face the root of all evil and have the chance to win back his castle—fully restored to its

back his castle—fully restored to its former splendor. Wario might be penniless, but he has a wealth of moves and can still pummel the competition into submission!

Wario World

Controls

The controls are easy; the moves are savage. After you get a handle on the Wario World controls, you'll be pulverizing your way to riches in no time flat!

L BUTTON

Press the L Button to open Wario's mouth and use his Hyper Suction to inhale coins.

CONTROL STICK

Move the Control Stick to guide Wario around, to wriggle out of some sticky situations and to navigate the game menus.

CONTROL PAD

Use the Control Pad to maneuver through the game menus.

START BUTTON

Push the Start Button to stop the action and enter the game menus at any time.

C STICK

Change the camera angle by nudging the C Stick. You can change the angle a little in the main areas and a lot in underground areas.

Punch

Wario's actions speak louder than words, and his fists are deafening. He can use his twin fists of fury against enemies and buttons—they're truly an awesome multitasking duo.



If you punch an enemy repeatedly, the third punch will take a fraction of a second longer to deliver, but the payoff is worth the trouble—Wario will strike his foe with a headbutt.

R BUTTON

Push R to do the Dash attack. After you jump, press R to perform a Ground Pound or—if you're carrying something—to deliver a Piledriver.

Z BUTTON

If you're a finger-on-the-trigger kind of player, use Z instead of L to turn on Wario's Hyper Suction.

A BUTTON

Push the A Button to jump. If you jump near the rim of a ledge, Wario will grab onto it.

B BUTTON

Press B to punch; hold it to launch a Dash attack. While clinging to a ledge, press B to pull yourself up. You can pick up an item or KO'd enemy by holding B while standing next to it. Hold B after you've picked up something to power up a Mega Toss—release B to throwit.

Dash Attack

You can Dash to blaze a trail through masses of enemies and to summon a burst of speed to evade an attack. If you need a quick burst, hit the R Button. To set up a one-two attack, hold B.



When you hold B, you'll throw a punch then follow it up with a Dash attack. It's a great way to land one hit on a tough foe that's defending a crowd, then bash through the foe and its posse in one fell swoop.

Ground Pound

After jumping, press R to plummet to earth in a Ground Pound that will shake the earth and smash open trapdoors.



Open the trapdoors by delivering Ground Pounds to them. You can also do damage to gathered crowds with the move.

Hyper Suction

Almost everything that Wario smashes will change back into coins. Draw them toward you with Hyper Suction.



When you smack a chest, coins may spill out. Suck in the windfall—turn in a circle with your Hyper Suction on to inhale them all.

Corkscrew Conk

If you hit the A Button before Wario finishes a Dash Attack, he'll spring into a far-traveling Corkscrew Conk.



You can use the Corkscrew Conk to travel farther than Wario's jumps will take him—and to deliver multiple strikes to enemies.

Mega Toss

After you pick up an object or KO'd foe, you can deliver one of three Mad Moves—such as the Mega Toss.



You can throw an object or a K0'd foe by pressing B, but *holding* B will charge up a Mega Toss, which will do much more damage to its target.

Wild Swing-Ding

With an object or a KO'd foe in hand, swivel the Control Stick continuously to power up Wario's dizziest Mad Move, the Wild Swing-Ding. It turns Wario into a high-damage whirlwind for a short while.

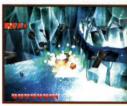




The Wild Swing-Ding is not only excellent for clearing out crowds but also useful for activating Swirly Spinners, which open gates. Check out the direction that a wheel's arrows point before you start a Wild Swing-Ding—you'll want your whirl to push the wheel in the noted direction.

Piledriver

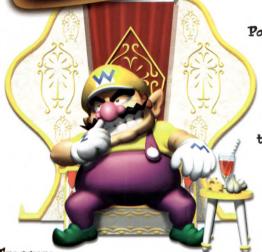
Wario's third Mad Move, the Piledriver, delivers massive damage to its target—perfect for crushing foes and opening steel trapdoors.



If you're trapped in an area, Wario's Mad Moves may provide a solution. You'll need to screw some enemies partially into the ground using the Piledriver to create a step that will help you reach a ledge.



14ems & Obstacles



Pondering where your treasure is hidden? Learn some of the crazy methods you'll use to make your way through the eight insane areas of Wario World and pry your treasure loose.

Treasure Button



Eight unique treasures await you on treasure pads in each area. Reveal their chests by hitting the colormatched treasure button.

Treasure Pad



After you smack the corresponding button, a treasure chest will appear on a treasure pad. Break open the chest to grab the unique treasure.

Statue Piece



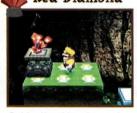
Eight pieces are scattered in each level. Collect them all to rebuild a Wario Statue—your life meter will increase by a half-heart.

Spriteling



Spritelings defied the Evil Black Jewel. Now five are imprisoned in each level. Free them to gain tips and a better castle at game's end.

Red Diamond



Each level has eight underground areas, each of which bears a Red Diamond at the very least.

Stone Doohickey



The Stone Doohickey covers the portal that leads to each level's boss. Give the doohickey a certain number of Red Diamonds to make it

🌎 ByeBye Balloons



A cluster of ByeBye Balloons will take you to an area's beginning. If you complete an area, another that will let you warp deep into the level may appear.

Wooden Chest



Wooden Chests contain either garlic bulbs or lots of coins—and sometimes a bomb. Pounce on treasure quickly before it disappears.

Wooden Trapdoor



Each level has many trapdoors that lead to underground subrooms. You can break through the Wooden Trapdoors easily with Ground Pounds.

Steel Trapdoor



A Steel Trapdoor won't budge for a Ground Pound, Grab a KO'd foe or a nearby object and deliver a Piledriver to the trapdoor to break it open.

Garlic Dispenser



If you pay its price, a dispenser will spit out a garlic bulb, which will restore one heart on your life meter. The fee rises with each use.

Glue Globe



If you touch a Glue Globe, you'll stick to it until you jump off. Use the globes to travel to spots that you couldn't reach otherwise.

Enemy Generator



An enemy generator will spew waves of enemies. If you destroy lots of its progeny, the generator will explode in a shower of coins.

Unithorn's



When you fall into a chasm, you'll drop into Unithorn's Lair, where Unithorns attempt to gore cash out of your hands.

Wario Head/ Stone Pillar



You can pick up stone heads and pillars to use for Wario's Mad Moves. They take longer to pick up than most KO'd foes but they do the trick.

Swirly Spinner



Using one of Wario's Mad Moves— the Wild Swing-Ding—you can spin the wheels that open gates. Move quickly before the gate closes.

Swirly Slab



The Wild Swing-Ding will provide the power needed to make Swirly Slabs carry you into the air.

Flower Bud



The bud contains a floral disc that operates like a Swirly Slab. Use a Ground Pound to pop the bud open.

Footprints



You'll need to make many precise jumps throughout the areas. Sometimes footprints will show you where you should jump from.

Bunny Spring



Wario can jump, but not very high. Deliver a Ground Pound to the Bunny Spring to get the extra lift you'll

Spinning Disc



Punch the bull's-eye on the spinning disc-the disc will screw itself upward, providing a platform for you to ride up.

freeze Cannon



Freeze cannons will blast ice vapors if you approach. To put a cannon out of commission for a short while, Ground-Pound its head.

Globe-Tailed



Awaken the mechanical lion by socking it, then jump onto its Glue Globe tail to ride the beast. It will run one circuit then stop again.

Cyclone Generator



Punch the generator to cause it to kick up a powerful cyclone that will carry you high into the air. Guide your descent as you fall.

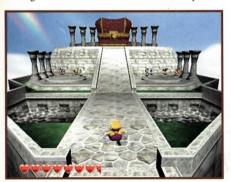
The GBA Connection

One of Wario's treasures is his hilarious GBA game—Wario Ware, Inc.: Mega Microgame\$. If you have a GBA and the Nintendo GameCube Game Boy Advance cable, you can play eight insanely funny demos!



Unlock All Eight Demos

When you nab all eight unique treasures from an area for the first time, one of the Wario Ware, Inc.: Mega Microgames demos will unlock in Treasure Square.



Let the Laughs Begin!

Punch one of the unlocked icons to download its demo. The four icons on the right each provide a random sampling of microgames; the four on the left each cycle through one specific microgame, faster and faster.



The four icons on the left side of Treasure Square provide Trial Versions 1 through 4 (from left to right). The four icons on the right side each contain a specific microgame—Selected 1 through 4 (from right to left). When you punch an icon, the demo will download to your Game Boy Advance.

Trial Version 1

Collect eight treasures in Greenhorn Forest

The first trial version packs in a wild selection of microgames, which you'll play in madcap, random succession.



All of the microgames demand quick reflexes. You'll see a slice of 'Wario whirling around a circle. Press the A Button when the slice approaches the spike to stop the slice from passing.

Trial Version 2

Collect eight treasures in Horror Manor

The second trial version packs a sporty selection of microgames—you'll tackle them in random succession.

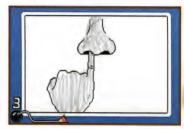


The second demo becomes unsporting—it makes the challenges hilariously fast. In the quick-catch microgame, for instance, the pitches will grow faster and the glove will become smaller.

Trial Version 3

Collect eight treasures in Shivering Mountains

Wario's picked some of the strangest microgames for the third demo. Have a strong stomach—and sense of humor.



The third demo asks you to grab a gnat with tongs and nab flying toast. The funniest microgame requires you to pick your nose, which becomes nearly impossible as the game goes faster.

Trial Version 4

Collect eight treasures in Mirror Mansion

The fourth trial shows how weird Wario Ware, Inc. can get, with equal portions of lizard and arcade challenges.

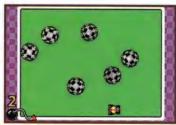


You'll maneuver a first ship across a side-scrolling landscape, make a second ship resist gravity then guide a third through space on a hunting mission—then you'll feed a chameleon. Totally weird!

Selected 1

Collect eight treasures in Greenhorn Ruins

The first selected microgame pits you against giant soccer balls—or are they regular-sized and you're driving a teensie car?



You'll play the same microgame repeatedly. Every time it'll become more difficult, throwing more soccer balls onto the field and speeding up the challenge.

Selected 2

Collect eight treasures in Wonky Circus

The second microgame sends you repeatedly into the same ship-shooting challenge—with more ships every round.

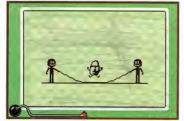


If even one of your firing bursts goes astray, you'll lose the challenge. Fortunately, more ships fill the sky in each round. Unfortunately, they all move faster, too.

Selected 3

Collect eight treasures in Beanstalk Way

The third single microgame will trip you up pretty quickly. You'll need to jump rope at the precise time—as you grow heavier.



The first time you jump rope, you'll be a light-weight person. The second time you'll be a portly pig-duck-like creature. The third time and beyond, you'll be a heavy rock. Good luck jumping!

Selected 4

Collect eight treasures in Pecan Sands

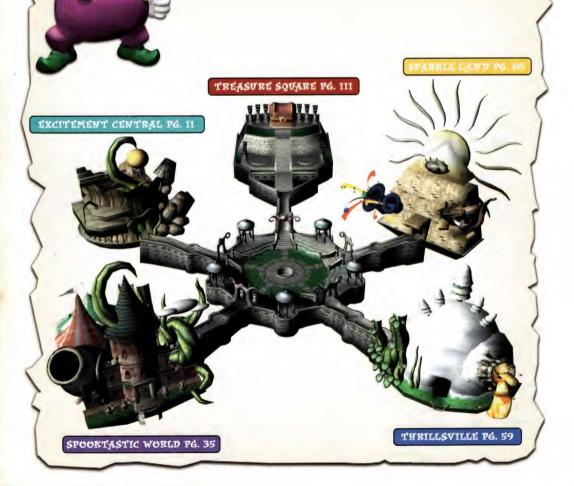
The demo selection focuses on another lizard-feeding challenge. You'll need to be unbelievably quick with the A Button.

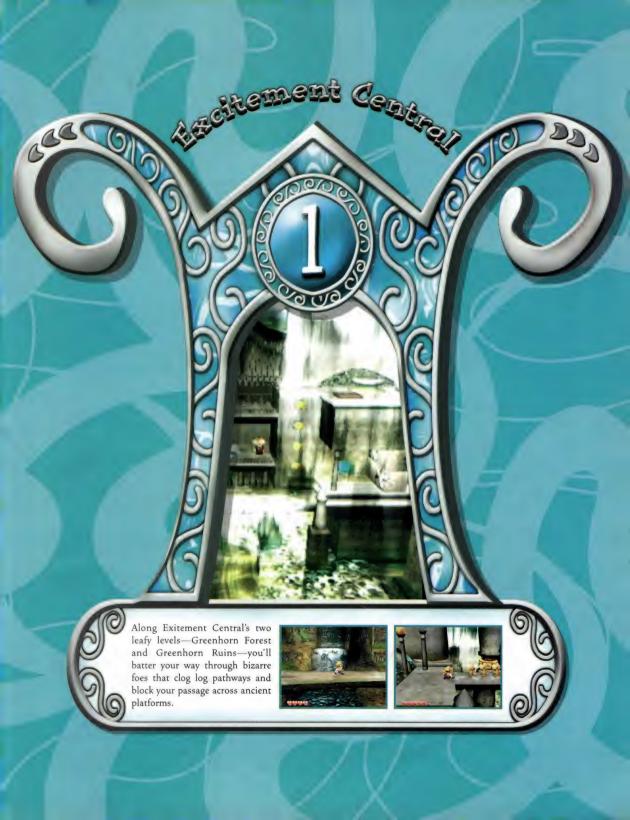


You'll operate a hungry lizard's jaws as it gulps down a chain of tasty shapes. Every time you beat the microgame, it'll start again with an even longer chain to eat in the same amount of time.



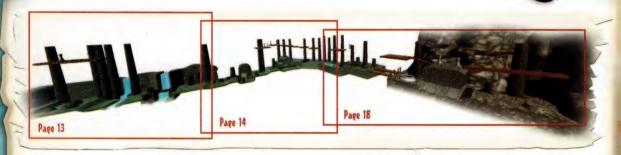
Wario's castle has been turned into four worlds—each with two areas. After you beat their 12 bosses, you'll crack open the giant chest in Treasure Square.





Excitement Central Greenhorn Forest

A forestful of dinos stands between you and an armload of treasure. Pummel your foes into extinction.









Treasure

Button













Garlic



Diamond



Spring









Wooden

Scale the Tree Trunk

Greenhorn Forest has several spots where treehouse platforms are hidden high above the forest floor. Scale the ladder carved into a tree to reach the platforms on the forest's western endthey lead to a treasure button and matching treasure pad.



Tim-ber!

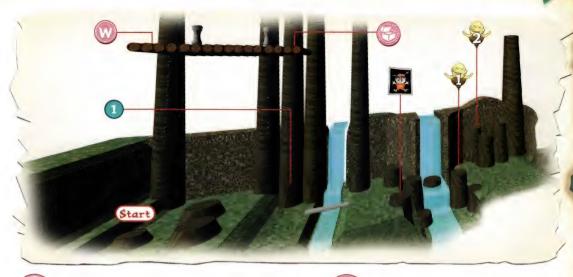
On the first platform, smash the small dinosaurs then take on the large dino. After you punch it once, it will fall unconscious. Pick up the dino, then hurl it away to rid yourself of the pest.







Excitement Central: Greenhorn Forest



Diamond

You'll find the first treasure button in the treehouse platform high above the starting area. Smack the button any way you like—all of Wario's attacks will activate it.





Clear dino crowds near the pink treasure button before you whack it. You'll have fewer obstacles in your path as you dash right toward the pink treasure pad. If enemies get in your way, sock 'em out of the park—but do it quickly.

Diamond



To acquire the Diamond, punch open the chest on the pink treasure pad. You'll find the pad near its corresponding button—one of the more convenient pairings you'll find during your travels.

Save the Spriteling

Whenever you hear whimpering and banging, keep an eye out for a Spriteling cage. The first cage you'll find is on a stump. Walk up to it and punch the cage to release the imprisoned Spriteling.





HEAD

Walk by the Waterfall



You can find one of the Wario Statue Pieces easily. It's propped on one of the stumps in front of the rushing waterfall. Collect it and enjoy your golden noggin—the other statue pieces are harder to nab.

NOSE/MOUSTACHE

Nose Your Way Upward



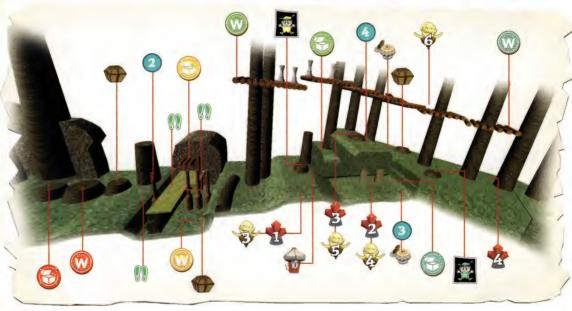
Before you make your way into the ground crowd of dinos, climb the ladder to reach the stump tops. Then grab the Statue Piece.

Ruby

Hop onto the stump near the dino fray. Then smack the red treasure button to reveal a chest on the nearby matching treasure pad.







Ruby



Take a break from the bliss of pummeling dinosaurs—hop onto the nearby stump and slam the chest on the red treasure pad to gain the Ruby.

What's in the Wooden Chest?

Wooden Chests don't contain the unique pieces of treasure, but they do hold useful riches. If your health is low, you might find garlic. If your health is high, you might be rewarded with lots of coins.





Smack the Wooden Chest next to the caged Spriteling to receive your prize. If garlic pops out, you can snatch it up easily. If coins spill out, use your Hyper Suction to inhale the coins before they disappear.

Inhale the Wealth



After you defeat an enemy, it will usually leave behind a coim—or a small explosion of coins. Though you can walk into a coin to pick it up, you can also use your Hyper Suction to pull coins toward you quickly.

Excitement Central: Greenhorn Forest

Öpal

Before you navigate the poles, cross the ravine at the base of the poles. You'll discover the yellow treasure button. Whack it. Its corresponding pad lies on a platform above.





Shimmy up the Pole

To navigate past the ravine, leap from the footprints to the left of the ravine to reach the pole, and shimmy around so your back is to the platform—then jump to the platform.







After you've smacked the yellow button in the ravine, climb the pole that leads to the yellow treasure pad, then jab the exposed chest to find the Opal.

Stump for Freedom

You'll find another Spriteling cage on a stump. After you clear the foes that swarm around it, hop onto the stump and smack the cage to



Garlic Is Heart-Healthy

The Garlic Dispensers will provide an endless supply of healthrestoring garlic—as long as you can pay the price the dispenser demands. Replenish your health each time you see one.







To activate the dispenser, walk up to it and punch it. The dispenser will toss you one garlic bulb, which will restore one of your hearts. Garlic bulbs will bounce away if you don't grab them, so pounce upon the fragrant goodies as soon as they come out of the dispenser.



LEFT LEG

The First Underground Area

You'll need several Red Diamonds to open the Stone Doohickey that leads to the boss, and you'll find a Red

Diamond in each of the underground subrooms that you can access via the trapdoors.







In the first subroom, hop across the blue blocks quickly. They'll fall to the ground if you remain on them for more than a moment. Hop across the blocks to the elevated platform that holds the Red Diamond and a Wario Statue Piece.

Put the Hurt on Blocks

Giant white *X*s mark the weak sides of large rock blocks. Smack or Ground-Pound the appropriate sides to break the rock blocks into smithereens.



2

RIGHT LEG

Don't Be Obtuse: Change the Angle

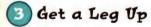
Climb up the grassy blocks to reach the Statue Piece halfway up and the Red Diamond at the top of the room.







In the underground subrooms, you can change the camera angle to get a better grasp of how to navigate a challenge. After you reach the Statue Piece, rotate the camera 90 degrees to see which platforms you must jump to next.



At the dead end, jump on the Bunny Spring then deliver a Ground Pound—you'll hop a little higher than you usually can. Direct your trajectory onto the ledge and move onward.







Free the Spriteling



After you reach the grassy ridge via the Bunny Spring, rescue the Spriteling on the nearby stump. It will share a useful tidbit of knowledge that will help you meet the level's challenges.

Excitement Central: Greenhorn Forest

Make 'em Dizzy

Cractyls fly on the upper plateau. Take them out one at a time with punches, or grab the first one that falls unconscious then swing it in circles to execute a Wild Swing-Ding attack against the second pterodactyl.





Amethyst

A dino mob crowds around the green treasure button. To defeat the mob quickly, use a knocked-out dino to wipe them all out with a Wild Swing-Ding.



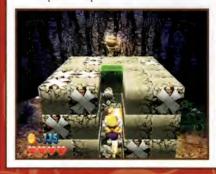


One triceratops is in the crowd. It can block the Wild Swing-Ding with its club, so whirl into it from the back, then bash the treasure button.

TORSO

Make Like a Sledgehammer

Smash stone blocks to create a path to the Statue Piece atop the pile, then burrow deep into the pile to find a Red Diamond.

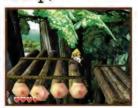




Deliver a Ground Pound while on the ladder to reach the ground more quickly. You'll find a chest on the green treasure pad. Smash it to get the Amethyst.

LEFT ARM
Into the Treetops









Amber

Clear the large dinosaurs from around the teal treasure button before you smack it. After you hit the button, jump off the left side of the platform to land near the teal pad on the forest floor far below.







You'll find the Amber on the teal treasure pad far below the treehouse platform where the teal treasure button is. Ground-Pound from the platform above to reach the pad in a hurry.

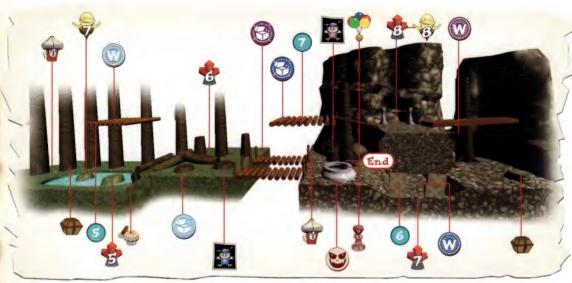
A Makeshift Stairway Does the Job

The Red Diamond is on a high platform. To reach it, you'll need to smash stone blocks to create a stairway upward.





To create the stairway that's the easiest to navigate, punch four blocks from an outer block pillar, then smash three from the middle pillar.



(5) You've Got a Hard Head

Pick up a stone head and use it offensively in a Wild Swing-Ding or a Piledriver—or simply hurl it. Use the head against the triceratops when they aren't blocking with their clubs.





Sapphire

The light-blue treasure button is built into a tree. Though you can't walk up to the button and bash it, you can hurl an object at it or jump toward the button and hit it.



You can throw KO'd triceratops or Wario heads at the button. But if you find yourself without either at hand, just leap and and punch the button.

Mosh-Pool Prize



You'll find one of Wario's Statue Pieces on a rock in the middle of the pool. Bash your way through the wading dinosaurs to reach the golden prize.

Grapple with the Glue Globe

The Red Diamond sits atop a high grassy platform. To reach it, cling to the Glue Globe and shimmy to avoid the ring obstacle.



Sapphire



After activating the light-blue treasure button high above in the treehouse platform, punch the exposed treasure chest near the second group of pterodactyls to acquire the Sapphire.

Free the Spriteling



Another Spriteling is caged on top of a stump. Before you cross the bridge to the final stretch, smash open the cage to rescue the wee creature. He'll have a useful tidbit of knowledge for you.

Strong-Arm the Lever

To reach the Red Diamond on the high platform, whack the red lever. It will form floor blocks into a stairway that leads directly to the prize.



Unithorn's Lair: Gashing Your Cash

Whenever you fall into a bottomless pit, you'll end up in Unithorn's Lair, where the Unithorns try to snatch coins from you. Run away from them while you search for the crate that holds the Escape Spring that will return you to the overworld.





Whenever you touch the murky liquid, you'll lose coins. Avoid it like the plague. Hop onto the Escape Spring as quickly as possible.

Break the Cage

The Spritelings in Greenhorn Forest are all easy to find-they're sitting on tree stumps. Rescue the final Spriteling from its cage. It'll tell you how to complete the level.



Topaz

To reach the blue treasure button, break through the wall of blocks to the right of the Stone Doohickey. The corresponding treasure pad is on the treehouse platforms high overhead.





To break through the Rock Blocks, smack 'em on the side marked with an X. Collect the coins that break free, then move into the interior area. The blue button is on the rock wall.

Lever Lift You Up

To reach the Red Diamond that's on a high platform, you'll need to rotate the L-shaped block into a scalable position.





To get the L-shaped block into the perfect position, hit the left lever twice then whack the right lever three times.

Dino-sized Toss

To exterminate the group of tough dinosaurs, knock out one of them, pick it up then reel back with a Mega Toss attack. Aim your powered-up projectile at the other dinos and let loose.



Emerald

The purple treasure button is atop a thin butte that you can't reach from the forest floor. Climb onto the plank above the button, then Ground-Pound the button to activate it.





Outscale the Spiked Balls

Spiked balls travel the edges of a platform. Climb up to nab the Red Diamond and a Statue Piece.



Jump up and grab onto the platform edge just after a spiked ball passes by. Then jump again before the next ball reaches you.

Excitement Central: Greenhorn Forest

7 Turning the Tide

You can hurl KO'd foes at the armored turtle, but it's got another big weakness. When the turtle blasts cannonballs, pick up one of the balls then hurl it back at the creature.









After you've whacked the blue treasure button on the forest floor, navigate through the dino crowds to the blue treasure pad. Hit the chest to acquire the valuable item.

Emerald



After activating the purple treasure button, return to the wooden bridge to find the purple treasure pad. Break open the chest to get the Emerald.

🖁 Finishing up Business

If you've collected three Red Diamonds, the Stone Doohickey will take them from you when you stand nearby. It will then open the trapdoor to the boss. Leap in to meet your fate.





If you grab the Glue Globe, you'll be carried to the beginning of the area by its attached ByeBye Balloons. To take on the boss, use the trapdoor instead.

Your First Major Prizefight

Deep underneath the Greenhorn Forest, a reptilian goliath dwells in a firelit ring. You'll need to knock out the boss and use a Mad Move on him three times before

you'll finally defeat him. He's slow most of the time, but when he starts glowing red, brace for his fist-whirling attack.

Losing His Cool



When the vile reptile glows, he's ready to blow. Run circles around him when he attempts to mow you down.

Eject the KO'd Critter

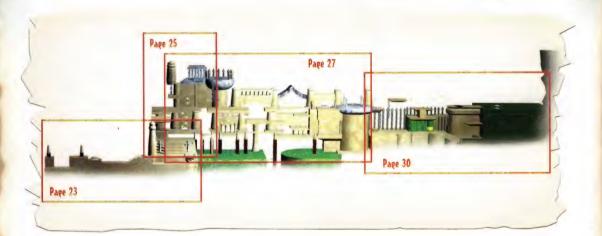




After you deliver many punches to the scaly behemoth, he'll fall face-forward and lose consciousness for a while. Pick the boss up and use a Mad Move on him to whittle down his health—it's shown as a skull meter in the lower-right corner.

Excitement Central Greenhorn Ruins

In the ruins, you'll find contraptions that you can operate only by exploiting KO'd foes. Swing your partner 'round and 'round to blast past the impasses.





Map Key







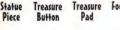


















Dispenser



Spring



Balloons







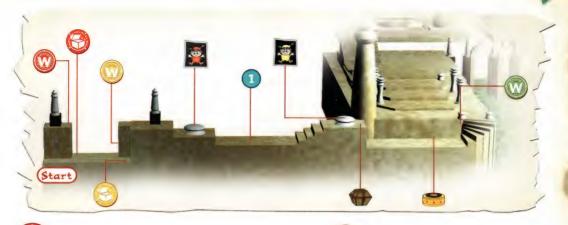






Enemy Red-Mug Generator

Excitement Central: Greenhorn Ruins



Porcelain Urn

As you rampage through the ruins, you'll recoup your archaeological treasures. The red treasure button that corresponds to the first precious item lies above the starting point.



Don't smash the block near the starting point. Climb it to reach the red treasure button, then deliver a mighty Ground Pound to activate it.

Fine China

The yellow treasure button and the yellow treasure pad are both hidden within the Rock Blocks near the starting point. Smash through the blocks to discover them.







Many of the blocks' weak spots aren't exposed at first. Deliver a Ground Pound to the block that has an X. While you're in the resulting hole, punch at the blocks until you demolish all of them. You'll soon uncover both the button and the pad.

Porcelain Urn



You'll have limited time to find the red treasure pad, because the red treasure button will pop up again within seconds. Wreck the block nearby to find the pad and its treasure.



After you sock the nearby yellow treasure button, break the chest that's revealed on the treasure pad to obtain its precious item.

**

Pedestal Captive

Before you race ahead to tackle the dino crowd, stop at the first stone pedestal to bash open the Spriteling cage. You'll get a useful tip that will help you tackle the ruin's challenges.





Showcased Cage

The Spriteling cages within the ruins are all propped on pedestals, though not all of them are as easy to find as the first few. Free the yel-





Brawling for Dollars

Though you can run past the dinosaur mobs, slow down to smash every single dino. Foes leave behind coins, so get your trigger finger ready then gulp down the money using your Hyper Suction.





Ceramic Vase

To operate the Swirly Spinner, you'll need to KO a foe and use him to execute a prolonged Wild Swing-Ding—whirl into the wheel to open the nearby gate. You'll find the button on the other side of the gate.







You'll need to whirl your foe into the wheel in the direction that the arrows point. To operate the first wheel, swing the dino clockwise. After the gate opens it will slowly close, so hustle through to reach the nearby treasure button.

2

Milking the Enemy Generators

The odd blue pods can be great cash cows. They generate a limited number of dinos before exploding in a shower of coins. Smash the dinos and the generators to get rich quick, then leave the area and return if you want to earn more easy money.

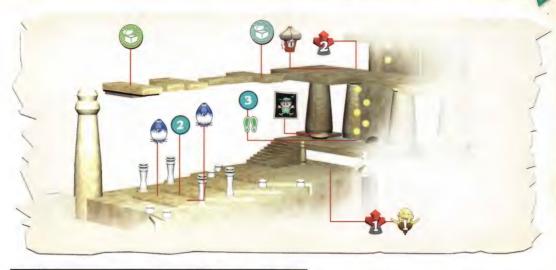






In the stone pavilion, the generators spew easy-to-smash dinos. After you move past them, you'll encounter more-tenacious dinos—the club-wielding triceratops. Batter them from the sides and from behind. They'll block your frontal attacks with their clubs.

Excitement Central: Greenhorn Ruins



Dash to Outrun the Unithorns

In Unithorn's Lair, evade the coin-stealing creatures by using the Dash attack to move around the room. The floor is wide enough that you can use the speedy move without much concern that you'll fall into the treacherous pools.





If a Unithorn grabs you in its teeth, rotate the Control Stick to wriggle out of its coin-snatching grasp.

Piledrive Trapdoors

Some trapdoors that lead to underground subrooms will open only with extra pressure. Grab a KO'd foe and use a Piledriver to open them.



RIGHT ARM

Next Floor, Treasure Galore!

At the dead end you'll find a Glue Globe attached to a pole. Whack the nearby red lever—the Glue Globe will

rise and fall. Ride the globe to the upper level to find the gold Statue Piece and a Red Diamond.







After you cross the winding expanse and ride the Glue Globe to the upper level, grab the Statue Piece then walk cautiously across the field of moving blocks to reach the far side, where the Red Diamond awaits you.

Green Freedom

Before you bounce up the Glue Globes to the upper level, whack the nearby cage to free the green Spriteling that's imprisoned within.



Cractyls with Bombs

Flying dinos will drop bombs on you. If you can grab one before it detonates, you can hurl it back at foes for explosive effect.



Bo

Bound up the Ball Ladder

To reach the upper level, pounce on the lowest Glue Globe that's attached to the wall. Maneuver around its surface until your back points to the globe above it—then jump. You'll bound directly toward the next sphere. Continue up the Glue Globe series until you reach the ledge.





2

Outrun the Carousel of Pain

The Red Diamond rests on a central pedestal guarded by a ring of spikes that whirl, contract and expand. Watch the spikes until you learn their cycles, then move and jump to avoid them.





The spike circle often expands beyond the coin ring. Wait for the spikes to contract before you collect coins. Then run to the center for the Red Diamond.

Ceramic Vase





You'll have a hard time spotting the green treasure pad—so make a leap of faith from the apparent end of the upper ledge. You'll land on a final platform, where the pad is.

4

Bound up the Orbs

To scale the mighty wall, stand underneath the first Glue Globe then jump up—you'll grab on to the second Glue Globe.



Excitement Central: Greenhorn Ruins



5) When Gems Attack!

Throughout Wario World, you'll need to cross arenas defended by gem-bodied creatures that instantly raise a force field to trap you

within the arena. After you defeat the creature and its offspring, the field will drop and you'll be able to pass through.



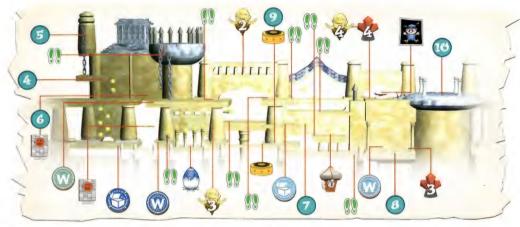


To reach the first arena, scale the mammoth chain, then approach the gembottomed creature that stands in the middle of the stone circle.





To defeat the looming foe, knock out its offspring then throw or whirl them into the multifaceted mother—three hits will do the trick.



Teapot

To reach the teal treasure button, descend from the turret-top arena via the second massive chain, then battle through the dino mob nearby.



Smack the button to activate it. If you use a Ground Pound, watch your rebound-if you fall off the edge, you'll plummet into Unithorn's Lair.

Topple Old Red-Mug

Return to the western side of the level to find the teal treasure pad. Knock down the red-faced wall to create a shorter way back.







Deliver several punches to the red face of the stumpy wall. You'll knock down the wall—and it'll stay put during the rest of your Greenhorn Ruins rampage.

Teapot



After you bash the teal treasure button on the level under the turret-top arena, return to the western rampart to reach the teal treasure pad.

TORSO Cross the Glue Globe Arch





To cross the arch of Glue Globes—and snatch the Statue Piece halfway across—pounce on the lowest Glue Globe then maneuver yourself so that your back faces the sky. Jump up and direct your descent onto the nearest Glue Globe.

🕜 Into the Ruined Depths

To reach the lowest level of the ruins, you'll need to descend more series of Glue Globes until you find the rushing river that passes under the pillars.





Don't simply jump into gaps as you descend into the lower ruins—at least not until you know that there's solid ground below. Use the Glue Globes to make your first trip downward. When you reach the rushing water area plagued by dinos, you've reached your destination.

Ankiron Tango



When the armored turtle withdraws into its nearly impenetrable shell, retreat until it pops its head back out, then deliver your barrage of attacks.

Squeeze through Small Spots

You'll need to climb a block structure to reach the Red Diamond on top. Avoid the patrolling spikes—they'll puncture you.





To scale the structure, hop up through the middle hole and cling to the block above. Pull yourself up then continue upward through spaces.

Vase

As you approach the light-blue treasure button, watch out for the explosive cannonballs that the Ankiron spews. Bash the button when the area is safe—you'll expose the chest on the nearby treasure pad.



Excitement Central: Greenhorn Ruins





Climb up the nearby Glue Globe ladder to a platform then leap across the nearby gap to reach the light-blue treasure pad. Smash the chest and get the prize within.

9 Spin the Wheel



To access the leftmost part of the lower ruins, grab an enemy and whirl it clockwise into the Swirly Spinner. When the gate opens, fling the foe aside and run through the gate before it closes.

IIIS Pillar Pathway





Don't mistake the stone pillars on the lower level for mere backdrops—the final one in the line holds a Statue Piece. Hop across the Glue Globes, then jump up to nab the floating gold object above the final pillar.

Precious Pot

Bash the dark-blue treasure button near the second Old Red-Mug then take the wall on to clear a path to the corresponding pad.



Precious Pot





Pummel the Old Red-Mug near the dark-blue button until it topples over, then run across the makeshift bridge into the adjacent area. You'll see the dark-blue pad nearby. Punch it to obtain its contents.

Rubbery Routes



Brawling isn't the only way through a heavy crowd. Though you'll forfeit the opportunity to gather loot, you can jump onto the Glue Globes from above and bounce your way through the thick of things.

LEFT ARM

A New Block on the Block

To reach the Red Diamond and the Statue Piece on the high platform, stand behind the arrow block while facing the treasures. Punch the block—it will sail across the room until it hits the far side. Use it as a stepping-stone.





Quick Jailbreak

Before you head down the final stretch that leads to the Stone Doohickey, bash open the cage on the pedestal—you'll free another Spriteling.



16

Battle Ring Roundup

You'll step into your first Battle Ring within Greenhorn Ruins. After you cross the threshold, a force field will go up for one minute. You'll get a chestful of coins after the round is over, and the stash will be greater if you defeat more enemies.





Swing KO'd foes to clear the room quickly. Use foes that swing more quickly, such as the orange dinos—not the pterodactyls or triceratops. Every second counts when earning your way toward a hefty one-minute prize.



RIGHT LEG

Gear up for a Dizzy Challenge

To reach the underground area's prizes, you'll need to maneuver along giant gears that spin slowly.





Stand on a gear tooth until it approaches a distant gear tooth, then hop across the gap. On the final gear, ride the lip until it nears the huge block.

11

Faster Wall Bash



To break through the Old Red-Mug more quickly, pick up an enemy, reel back while you charge up the most powerful Mega Toss, then chuck the enemy at the red face. The wall will fall with one hit.

NES

The treasure button is hidden within the bashable block pile on the far eastern side of Greenhorn Ruins. Break through the first block that has an exposed weak spot to reveal the next breakable block.







After you destroy all of the bashable blocks, you'll find the pink treasure button. Whack it then retrace your steps to find the corresponding treasure pad. You'll recover Wario's Nintendo Entertainment System—a lost treasure indeed!

MOSE/MOUSTACHE Gnashing Disaster

The underground area contains lines of blocks that move against each other. As you progress, watch out for blocks that can knock you into the chasm.



Lucky Figurine

Climb the Rock Blocks to reach the purple treasure button. If you've broken through the blocks, return after you've gone to Unithorn's Lair or an underground area—the blocks will reappear.





Hop onto the Rock Block to reach the small ledge above the pink treasure button. You'll discover the hard-to-find purple treasure button.

D Spin the Wheel



To open the gate that bars your way to the ladder, grab a knocked-out dino and spin it clockwise against the near-by Swirly Spinner.

13

Toss the Ankiron off Its Parapet

Wait to scale the turtle-defended parapet until the creature has spat out a cannonball. Then quickly climb up and smash the tur-

tle several times. When you finally KO the critter, throw it far away using the Mega Toss.







After it receives a whack, the turtle will withdraw into its shell. If you retreat a few steps, the turtle will emerge again. Pummel and repeat until the armored beast falls unconscious, then throw it off the parapet.

LEFT LEG

Listen to Your Head

In the cage filled with Wario heads, you'll find a Red Diamond and a Statue Piece under rocky noggins.





You don't need to break open every head to find the prizes. Listen to the heads and throw aside the heads that make the loudest sounds.



To the upper-left of the cannonball-blasting turtle, you'll find the purple treasure pad. Smash it to grab its valuable contents.

14

Final Dino Demands

After you cross the last Glue Globe arch to reach the level's upper-right region, you'll face a cluster of dinosaurs, including the hard-to-smash flying Cractyls. Eliminate the lesser dinos with some punches and Dash attacks before you take on the club-wielding hulks.





Cross the Glue Globes carefully, or you'll have to climb up from the lower regions. When facing the dinos, take on the shrimpy ones before battling the triceratops.

Last Spriteling

After you eradicate the dinosaurs, leap onto the stone pedestal and liberate the purple Spriteling from his confines.





To the right of the Stone Doohickey, you'll find the pink treasure pad. If you smacked its corresponding button far below, its chest will be ready for you to smash.



Cractyl Keys

A flock of flyers swarm near the last Spriteling. After you wrest one of them down to earth, carry it to the steel trapdoor then use it to open the sticky hatch.



After you KO one of the Cractyls, run with it to the steel trapdoor then deliver a Piledriver to the trapdoor to break it open. You'll fall to the subroom.



HEAD

Ride the Wave

To reach a Red Diamond and a Statue Piece, cross the block field that rolls like the tide. Beware the field edges.





Extra-valuable coins line the field edges. Collect them all before you leap to the final platform—you'll score a bounty of cash.

g Open the Plate

Approach the Stone Doohickey with three Red Diamonds to open its portal. Leap into the opening to challenge the Greenhorn Ruins boss.



Extreme Sinkhole Challenge

The scythe-armed boss dwells in a sandpit below Greenhorn Ruins. Deliver a barrage of punches and other attacks to wear down the boss's health—no hurling required.

Cut It Down to Scythe



When the boss gets angry, it'll turn red then whirl in circles while slicing the air with its arm blades. Resume attacking the boss only after it calms down.

Thorny Halitosis



The strange creature will belch out spiked balls. Run around the dangerous spike stream and position yourself to the sides and rear of its head, then continue your attacks.

Dash It into Chitinous Bits





After you score a few hits on the monster, it will descend into the sand and move to another location. You can anticipate where it will emerge by watching the trail it leaves behind as it moves. Beat it to the point where it'll emerge by using a Dash attack. If you time it perfectly, your Dash will nail the boss just as it rises.

Excitement Central DinoMighty's Showdown

DinoMighty's Jurassic minions didn't get in your way, and neither will she—if you can survive her tongue lashings long enough to crack her goldilocked cranium.



Live to Tell the Tail



You're just an ant to DinoMighty, and she'll attempt to crush you underfoot. Leap onto the Glue Globe on her tail to avoid her tantrums.

Whoa, Man! Hear Her Roar!





Aside from her slow stomping attacks, DinoMighty has two fierce, fast assaults. When her eyes glow red, run to her side—within moments she'll unleash a tongue attack. When she heaves herself high into the air, avoid her trajectory—her landing will send out shockwaves that will knock you out.

Hurtle onto Her Head







You can sock DinoMighty until the boss falls down. But to KO her in one hit, grab the Glue Globe on her tail or tongue, then ride it as she lifts it into the air. When you're high above her head, deliver a Ground Pound to her skull to knock her out.

Down for the Count

To deflate the dinosaur for good, you'll need to knock her out and use a Mad Move on her several times. She'll get tougher each time, so stay on your guard.

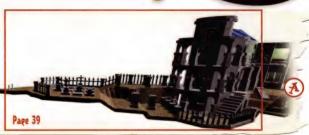


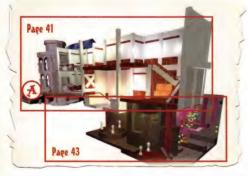


Spooktastic World Horror Manor

Skeletal abominations amble throughout the manor, and the foulness ripens in the manor's nether regions-keep your wits about you!







Map Key















Piece

Button

Footprints Spritelings

Wooden Chest

Garlic Dispenser

Stone

Doohickey Trapdoor

Swirly Slab



Glue Globe

Door Knocker

Blunt the Unithorns with Bombs

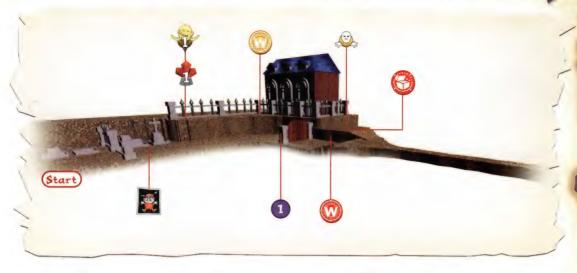
As you progress through Wario World, Unithorn's Lair will grow more difficult. In the lair below Horror Manor, the central area has thinner walkways, so you'll need to step more carefully between crates. Master throwing bombs-the Unithorns are frightened of them.





Pick up bombs that fall out of crates. Unithorns will stay away while you're holding bombs. Throw bombs at crates nearby and repeat the process until you find the Escape Spring.

Spooktastic World: Horror Manor



The Remains of the Day

Throughout Horror Manor, you'll encounter the skeletal versions of dinosaurs that you saw in Excitement Central. The fleshless foes will present familiar challenges-though you'll often encounter larger groups of bony dinos at one time than you did living ones.



In the first area, a wave of small skeleton-dinosaurs will pop out of the ground. To wipe out many at once, let them all converge on your spot, then jump up and deliver a Ground Pound. The move will KO enemies that are standing at the epicenter.

Boneyard Break

Before you head out of the cemetery, step up to the Spriteling cage that's hidden in

the gloom next to the tomb. Smash open the cage to free the Spriteling.



Put the Patty-Cake on Big Bone-Fist

You can't pass through gates until you've defeated their skeletal bursts of energy that home in on your position and smacking the appendages. A gate arm will attack by grabbing for you, firing ground with its palm—the last is the key to victory.







When Big Bone-Fist fires its homing bursts, use your Dash attack to outrun them just as they close in on your position. Goad the bony thing into slapping the earth by loitering below its hand. Run away from the smackdown, then deliver a Ground Pound to the blue point on its hand to do some damage.

Candlestick

The red treasure button is just beyond the first Big Bone-Fist gate. After you push the button, head to the upper ridge to find the corresponding treasure pad.





Eradicate the bony dinos that are clustered around the button. You'll clear the way for your search for the red treasure pad.





The red treasure pad is on the ridge above the corresponding button. Jump onto the button and hoist yourself up for a quick shortcut.

Silver Candlestick

Hop onto the Glue Globe to reach the uppermost ridge. Though the ridge is narrow, you can walk along it safely to reach a small area where you'll find the yellow treasure button.





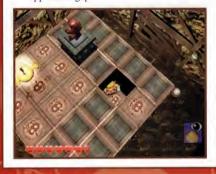


Mysteriously, the Glue Globes have creepy faces, but you can still hop on the sticky spheres. Use the globe on the western side of the level to reach the uppermost ridge. Walk the ridge as it turns the corner to discover the well-hidden area where the yellow treasure button is.

LEFT LEG

Mine Minilabyrinth

The Red Diamond and Statue Piece are on top of a pile of boxes. Enter the lowest gap in the pile then jump to find the path to the uppermost gap.



2

Shatter the Giant Gem

The gem-bodied creature and her brood in Horror Manor are even tougher than the ones in Greenhorn Ruins. Knock out the momma's tots and whirl them into her to cause damage.





TORSO

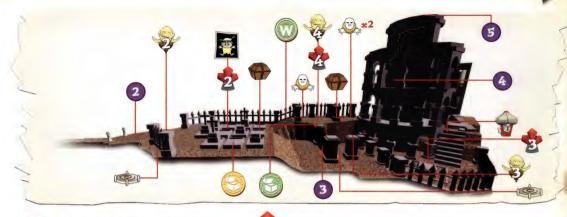
Spinning Swirly Slabs





You'll find your first Swirly Slab as you enter the central graveyard. Pick up a foe, then execute a Wild Swing-Ding while standing on the Swirly Slab—the slab will rise to the level of the Statue Piece.

Spooktastic World: Horror Manor



Silver Candlestick



The central graveyard is wide—walk all the way to the southern edge to discover the yellow treasure pad. If you've hit its matching yellow button, its chest will be in position.

Forest Painting

Hit the green treasure button before you take the low road that leads deep into Horror Manor. You can return via a Glue Globe shortcut, but it's more efficient to push the button when you first see it.



2

Spriteling in the Mine

You've seen Spritelings in the open in earlier levels, but you'll have to search for them in Horror Manor. The yellow Spriteling shares space with the Red Diamond.





To reach the high spot where the Spriteling and Red Diamond are, punch the red lever on the ground to raise the nearby block. Leap onto it and ride it upward. Then punch its lever to lift a second rideable block to the high spot.

3 Five-Finger Discount

Before you can steal back the riches from the rest of Horror Manor, you'll need to gain the upper hand against Big Bone-Fist. Move quickly when it attacks with its homing bursts of energy.





To irk Big Bone-Fist, run underneath its grasp and Dash out of the way when it smacks the ground. Then deliver a Ground Pound to its blue weak spot. After several such hits, the skeletal guardian will crumble and the gate will open.

Cractyl-Swirl



Near the manor's front yard, a Statue Piece is propped on a pillar. Knock out a skeletal Cractyl and use it to raise the Swirly Slab to its uppermost position.

Don't Go with the Flow

The Red Diamond is on the far side of a rotating ring of blocks. Hop clockwise around the ring to avoid the spikes. You can reach the chest via a moving block near the Red Diamond.

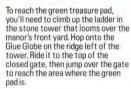




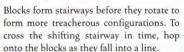
Forest Painting







Stairway to Hades







A Tangle with the Top Tiers

To reach the upper tiers of the stone tower, hop onto the Glue Globe then hop off when it reaches its highest point. Jump over the spikes that block your way, then ride the tier's Glue Globe to the top of the tower. If you have difficulty jumping over the spikes, use the Corkscrew Conk move—you'll travel farther.





Monumental Battle

At the top of the tower, another gem-bodied creature and her brood defend a treasure button. You'll need to defeat her to destroy her force field.



After you smack the enormous creature with several of her KO'd offspring, she'll fall unconscious. Pick her up and throw her off the tower to shut down her force field.

Spooktastic World: Horror Manor



Crystal Ball

If you didn't accidentally whack the light blue treasure button while rumbling with the gem creature, do so before you head out.



Balcony Spriteling

Leap from the right side of the tower to fall to the outdoor manor balconies below. Hop along the balconies to reach the imprisoned Spriteling.



6 Exorcise the Door

A knocker that guards the manor's front will spring to life and spew shocking bolts at you if you approach it. If you score enough damage on the knocker, it will explode and open the path.



Though you can pummel the knocker until it explodes, the quickest way to do it is to grab one of the bony triceratops from the front yard, reel back with a fully charged Mega Toss, then hurl the projectile at the door.



After rescuing the Spriteling outside, return to the second floor. Punch the teal treasure button—it's embedded in the floor of the balcony.

Crystal Ball



After you hit the button on top of the tower, the corresponding pad will reveal its chest. Don't miss it—the chandelier in the hall can obscure its position. Wait until the electric field drops before approaching the chest.

Open Sesame for a Friend





To punch your way through the upstairs door knockers, don't push the B Button as fast as you can, or you'll throw a strong third punch that takes longer to deliver—and the knocker may have time to shock you. Deliver punches at a steady pace instead. After you break into the manor's inner halls, free the caged Spriteling.

Electric Boogaloo

You'll need to step quickly and carefully to reach the Red Diamond—it's protected by two electricity barriers, each on its own on-off cycle. Study the cycles, then approach with caution.



Knight's Helmet

The fighting can get intense in the stairway that leads to the downstairs hall. As you traipse down to the door knocker, whack the dark blue treasure button on the steps.



7 Nasty Silver Knocker



A tougher door guardian bars passage into the basement. Don't use punches against it. Bomb-carrying pterodactyls hover in the area—throw the fossilized fliers and their ammo at the door.

NOSE/MOUSTACHE Gold Rush



On the ledge above the broken floor, you'll find a Statue Piece waiting to be discovered. Collect the golden treasure then head for the floor breach.

B Plunge into Battle

After you plunder the room, leap into the hole in the floor—and steel your nerves for the imminent Battle Ring experience.



After you jump into the ring, battle efficiently. Swinging KO'd enemies to clear the floor does the job well—but not against club-carrying triceratops. Use the Piledriver move instead to destroy the more resistant skeletons.

Spooktastic World: Horror Manor

Castle Painting

The teal treasure pad is on a ledge above the right side of the shark pit. Ascend from the pit by using an unconscious sharkie to activate the Swirly Slab.





If you've mashed the teal treasure button in the manor entry hall, you'll find a chest on the teal treasure pad deep in the manor. Step up to the chest when the electric field drops.

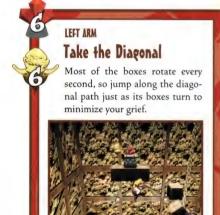
The Corkscrew Conk Express

To reach the hatch above the shark pit, you'll need to cross a great expanse between a ledge that a spiked weight mashes and a second ledge. The Corkscrew Conk is the solution.





The spiked weights fall on a slow, regular cycle, so run under them when it's clear. To reach the far spot where the hatch is, use a Dash attack to gain speed then press the A Button to execute a Corkscrew Conk. You'll soar over the gap to the distant hatch.







RIGHT ARM

The Plain of Pain

Wait to hop from the starting point onto the rotating plain of blocks until its corner passes-or you won't make the jump.



Gladiator's Helmet

The purple treasure button is above the turning gears. Climb onto the gears by bounding up the Glue Globes, then ride the gear teeth until they reach the button platform.





RIGHT LEG

Miniblocks Make for Madness

A span of different-sized blocks creates a troublesome pathway—jump carefully.



If you have a difficult time judging the distance between larger and smaller blocks, adjust the camera angle to scope out the gaps better. The treasures are at the far end of the span.

16 Glue Globe Gyrations

To enter the far eastern area that holds that final few prizes and the Stone Doohickey, leap onto the Glue Globes that are attached to the turning wheel.





When the Glue Globe that you're riding reaches its high point, hop off the globe and onto the wheel itself. Then jump onto the fixed Glue Globes to reach the upper areas.

Ornate Bag

The treasure button is in a pit under the rightmost gear. After you bash the button, use a KO'd foe to activate the Swirly Slab that leads out of the pit.



You won't be able to return via the Glue Globe gear. Instead, knock out one of the larger foes and use the nearby Swirly Slab.

Knight's Helmet





To reach the dark blue treasure pad, wait until the electricity fields disappear, then run across before they reenergize. The treasure pad is at the end of the walkway-jab it to obtain its rich contents.

Spooktastic World: Horror Manor

Gladiator's Helmet



Return to the upper-left walkway that's prickling with electricity fields to discover the purple treasure pad. Avoid the shocking currents, then bash the chest to claim your treasure.

Tiny Captive





The cage that holds the final Spriteling is stashed between the two spiked weights on the far right side of Horror Manor. Use the high Glue Globes to reach the spot.

Ornate Bag



To reach the pink treasure pad, leap down to the area protected by the electric field. Run through the field when it drops, then bash the chest to nab the treasure.

Feed the Doohickey

Stand near the Stone Doohickey. It will take four Red Diamonds to open the trapdoor that leads to Brawl Doll. Hop on the Glue Globe for a trip back to the level's starting point—if you need to collect more treasures.





Brawl Doll

Brawl Doll often takes to the air, which makes it difficult to defeat. You'll need to knock it out several times before the boss will call it quits. Each time you knock out the spooky Kewpie, it will grow more resilient.

Winged Fury



Brawl Doll's basic attack is to swoop on your position then swipe once each with its left and right wing before flying off. When it swipes, pummel the boss with your Corkscrew Conk—the move will score several hits against the freaky doll.

Crossfire Catastrophe



After you knock out Brawl Doll, it will awaken and lord over the battle space with a sudden release of homing energy. The lower its life meter, the more energy bursts it will release. Use the Dash attack to outmaneuver the homing bursts.

Diabolical Slip 'n' Slide





Later in your battle with Brawl Doll, the evil baby will dive-bomb the earth and slide across the ground. Leap out of its linear path. Brawl Doll will deliver several slides as it attempts to crush you. Stay out of its way until it completes its kamikaze strikes, then resume your Corkscrew Conk attacks.

Spooktastic World Wonky Circus

Scared of clowns? Wonky Circus will be your worst nightmare—and your best chance for revenge. You'll need to brave the freak show in search of what's rightfully yours.



Map Key

























Piece

Treasure

Treasure

Footprints Spritelings



Garlic Dispenser

Red Diamond

Clown

Spooktastic World: Wonky Circus



High-Caliber Clowns

In the starting area, you'll walk among clowns gone bad. As you run the perimeter of their tent, watch out for their cannons, which

fire clown-faced missiles. Study their blast patterns then run past when the way is clear.



In the first area, you'll face small clowns that you can destroy with one punch. After you cross the first bridge that's blasted with clown missiles, you'll start encountering the beefier clowns. Throw them into others to finish them off.





As you make your way around the big top, check the ledges built into the tent—you'll find your first Spriteling in a cage on one of them.

Bugle

The red treasure button is on one of the ledges built into the bigtop tent. Hop up the tent slope to the platform, then smack the button to cause the corresponding red treasure pad to reveal its prize.





You can also pull yourself up the lips of the tent ledges. Once on a ledge, whack the button to activate it.



The red treasure pad is on the opposite side of the first missile-bombarded gap. Climb onto it then sock the revealed chest to claim its treasure.

TORSO

Deceptive Outlook



Ledges in the starting area hold many treasures. Grab the gold Statue Piece and enjoy the easy part of the level. Wonky Circus will live up to its name pretty soon.

Weenies Not Admitted

The electric fence will shock you if you touch it. Throw KO'd clowns at the moving bull's-eye to destroy the field. You won't need to charge up a Mega Toss—get close to the target and throw the KO'd clown quickly.







Move quickly once you have a KO'd clown in your grasp. Another clown will appear soon and attempt to swipe you. If it connects you'll drop your makeshift projectile and have to find a new victim to throw. After you score enough damage on the fence's moving bull's-eye, the fence will explode.



NOSE/MOUSTACHE Spikes and Ladders

In the underground area, rotating spike rings hog ladders. Slip into the gap in a ring, then climb in synch with the rotation.



2 Little Gifts from Pigeons

Chubby pigeons plague the first pavilion. After you eliminate the first few, more pigeons will arrive carrying bombs. If a pigeon grabs you, wiggle the Control Stick to escape.





Spooktastic World: Wonky Circus



Sticky Ascent

You can't climb the ladder to the upper ledge where the Red Diamond is, so bound up the Glue Globes. On the upper ledge, hop onto the globes to cross the spike-covered area.





3

One-Ring Menace

In the first circus ring, a gem-bodied creature will spray bursts of homing energy. Destroy the creature by using her KO'd children against her.





LEFT ARM

Develop Major Altitude

To enter the underground area, you'll need to deliver a Piledriver to a hatch. Inside the area, you'll land on an enormous ring of wooden blocks that turns slowly. Run along the ring until you reach the block directly opposite from the starting point then ride it as it rises into the air. At its zenith, jump down to reach the central platform where the treasures are.





When the block reaches its highest point, jump so you fall through the path of coins. You'll land on the platform far below.



Snappy Comeback

Above the first circus ring, you'll encounter rubbery banners. If you run into one, it will stretch until you can't resist its tension—then it will snap back and hurl you back in the opposite direction. Use the banners to cross chasms and fly to hard-to-reach areas.





Tambourine

Before you head up onto the platforms above the first circus ring, smash the yellow treasure button.



Banner Grab



When you see the Statue Piece near the rubber banner, run left into the banner. It will stretch, snap back and send you flying into the gold treasure.

5 Easy-Peasy Trapeze

You won't have a chance to swing from a traditional trapeze in Wonky Circus, but you will find Glue Globes that will swing you around. Hop onto the Glue Globe high above the first circus ring then ride it to the distant platform, where clown-faced missiles explode onto the scene.





Left Behind



You'll hear the yellow Spriteling cry for help when you run through the starting area. It's baffling—until you discover the platform high in the air. Bash the cage to rescue the Spriteling.

6 Bowling-Pin Flamingos

Directly above the first circus ring is a circular platform surrounded by flamingo-shaped bowling pins. Pick up bombs that drop out of nowhere, then reel back with a fully powered Mega Toss and hurl the bombs at the pins. Destroy them all to reveal a wooden chest.





When you've powered up your Mega Toss fully, the spotlight will jump from you to the flamingos. Aim and release quickly before the bombs explode.

High Point of the Circus

To reach the highest platform in Wonky Circus, latch onto the Glue Globe that turns in jerky circles. Adjust the camera using the Control Stick to get a better sense of the Glue Globe's cycle. Leap onto the globe then ride to its highest point before you leap to the left platform.

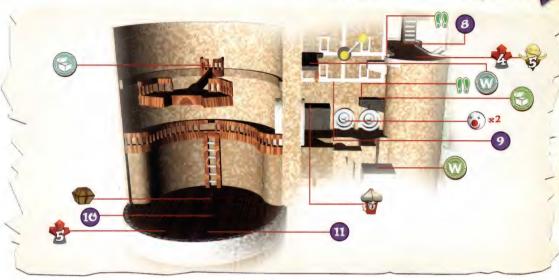






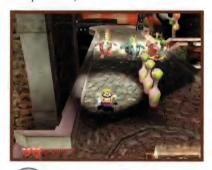
Sidestep the grinning missiles and cross the high platform to the yellow treasure pad. Smash open the chest to reveal its contents.

Spooktastic World: Wonky Circus



8 On the Run

Start Dashing as soon as you step onto the left span that connects the back of the circus with the front-a rabid pack of pachyderms will stampede after you.



RIGHT ARM

The Vanishing Marshmallow Block

You can nab the Statue Piece easily, but to get to the Red Diamond, you'll need to hop onto the Marshmallow Block.





Climb the ladder when the hovering spike swings out of the way then cross the upper walkway to the Statue Piece. To reach the Red Diamond on the center platform, bound quickly across the Marshmallow Block-it vanishes.

Clarinet

Jump onto the whirling Glue Globe then ride it to the far balcony where the teal treasure button is. If you time your jumps wrong and fall, climb up the rope to reach the button area.





Leap Down the Roof



After you hit the teal button, leap onto the rooftop below. But don't jump too far or you'll fall into the chasm or into the flight path of the clownfaced missiles.

Triangle

Cross into the clown-faced missile's blast area carefully to reach the fenced ledge where the treasure button is. Smack the button then wait until it's safe to run out.







Jump back onto the Glue Globe that whirls above the rooftop. Jump off when the Glue Globe spins past the 5 o'clock position—you'll reach the treasure pad nearby.

5

Don't Lose Your Lunch

The Red Diamond is on a platform at the far end of a difficult path. You'll need to leap onto and off of Glue Globes that travel in circles at high speeds to reach it.



Adjust the camera angle as you approach the speedy Glue Globes. You'll get a better sense of their movement cycles. Leap when the timing is perfect, or else face a long fall.

🔞 Ensnare an Elastic Step

After you descend into the caged-beast arena, walk to the front of the arena to discover a ladder hanging down in midair. Climb it to reach the hidden platform.





Clarinet





After you scale the ladder to the hidden platform, you must battle your way past two snake charmers and their gigantic cobras to reach the treasure pad. Back up when the snakes glow red—they're about to strike.

11 Circus Underbelly



To reach the lowest areas of Wonky Circus, deliver a Ground Pound to the breakable block in the caged-beast arena. It's a one-way trip to the floor below.

Spooktastic World: Wonky Circus



12 Sparkle Motion



When you fall to the lowest level, you'll drop right into the trap of a gem-bodied creature. To break through her force field, hit the titan with her KO'd kids.

Pass by the Pigeons

To reach the east side of Wonky Circus, you'll need to cross chasms besieged by pigeons and lined with flaming pipes. You can navigate the mess only by using the Glue Globes, but you'll need to mind their movement cycles to cross when the geysers aren't shooting.





The pigeons are a pestilence upon the circus. They'll swoop down on you and drop bombs. Before you navigate the chasms, KO the dirty birds and throw them far away.

Shot-put Ap

Shot-put Approach to Travel

The Red Diamond and a Spriteling are on a platform at the far end of a vast chasm. To cross it, hop on the piston-mounted Glue Globe and use its momentum to jump far.





 $\overline{\text{To}}$ get the most distance, push Up on the Control Stick as you jump. You'll soar almost to the end of the distant platform.

Trombone

You'll need to climb onto balconies to reach the light blue treasure button. Clutch the Glue Globes and ride them to the balconies.



Watch out for pests as you cross the balconies. If they knock you off, you may fall into Unithorn's Lair.

Trombone



Before you move upward to the balconies that lead to the final stretch of Wonky Circus, ride the Glue Globes to travel to the clock tower. You'll find the light blue treasure pad on the left side of the tower.

Cages Are Cruel



On the way back to the balcony area from the clock tower, ride the Glue Globe to the highest platform. You'll find another Spriteling waiting for freedom.

14 Whack the Whirligigs

Punch the target on each contraption near the end of Wonky Circus—they'll rotate and travel up the screws, providing you an upward route.







If you're quick, you can jump on the spinning discs as they travel up the screws. If you can't quite make it, use the succession of punched whirligigs as steps to reach the Battle Ring. Use the light enemies that you KO to deliver Piledriver moves—you'll do big damage in a shorter amount of time, which will net you more prize coins when the 60-second competition ends.

Sax

Before you cross the rooftops, ride the Glue Globe to the upper ledge. You'll find the dark blue treasure button.





Spooktastic World: Wonky Circus

Clean the Clown's Ear



A cannon fires a barrage of clown-faced missiles along a path that leads to a Statue Piece. Wait for the break in the cannon's firing rhythm then run to collect the golden treasure.







To reach the dark blue treasure pad, hop onto the Glue Globe that's near the missile cannon. Ride it down to the ledge, then hop onto the nearby Glue Globe to reach the button.

Drum

You'll find the purple treasure button to the left of the clock tower's base. Stand on the footprints atop the clock then step off when the Glue Globe hits the 12 o'clock mark. You'll stick to the Glue Globe. Ride it down to the button.





🕦 Electric Thrill



After you push the purple button, climb to the tower again. An electric fence blocks your return. Destroy the fence with KO'd clowns or cobras.

Drum



From the top of the clock tower, ride the Glue Globe a second time—but jump off at the 3 o'clock position to reach the purple treasure pad.

Nintendo 64

The pink treasure button is set into the wall, far out of your reach. Knock out the cobras nearby, then throw one of the KO'd snakes at the distant button.







Power up a Mega Toss while holding the KO'd cobra, then hurl it at the button. Otherwise the thrown snake might not sail far enough to hit the button.

16 Send in the Clods



You'll need to shut down the third electric fence to reach the last cluster of platforms. For tunately, a steady stream of clowns will march in. Knock them out then use 'em as ammo against the moving targets to smash the fence.

Choose Your Poison



The Red Diamond and another caged Spriteling are on the highest walkway. To reach the walkway, hop onto the rapidly moving Glue Globe then jump off at just the right time to fly upward toward the treasures.





After you reach the upper area, you'll need to cross to the far balcony by hopping onto one of the turning blocks and maneuvering over its faces as it tumbles through space. The two blocks are shaped differently—both are difficult to handle.

RIGHT LEG

Juggling Jumps

To reach the gold Statue Piece, hop along the series of Glue Globes. You'll need to time your jumps carefully to make it past the pipes that belch flames. Leap off the final Glue Globe to grab the Statue Piece.





Nintendo 64



Ride the rightmost Glue Globe to reach the upper-right platform. Collect the immensely valuable treasure stashed in the shadowy area.

8

HEAD

Frantic Puffball Path

To reach the Red Diamond and the Statue Piece, you'll need to cross a path filled with spikes and vanishing puffballs.





Run through the whirling spikes to reach the puffballs. Hop quickly across the puffballs—each will vanish a moment after you touch it. Time your final puffball run carefully so you can jump onto the mobile final platform.

Spooktastic World: Wonky Circus

Flee the Madness

After you've collected four Red Diamonds, the Stone Doohickey will activate fully and vanish, exposing the hatch that leads to the Wonky Circus boss, Clown-a-Round. If you haven't collected all of the unique treasures, hop on the Glue Globe to return to the beginning of the level.







Clown-a-Round

The bloated boss of the Wonky Circus underground literally loses his head when you face him. His noggin is a homing explosive, so the paunchy boss will decapitate

himself repeatedly to make you juggle your priorities. You'll come out ahead if you give equal attention to avoiding his explosives and smacking his body.

Two-Ring Circus



Clown-a-Round will spend much time running away from you. If he moves across the tightrope and reaches the ring opposite yours, he'll hurl a gigantic explosive at you.

Funny Face-Off



Move quickly to KO the clown. If you don't, you'll soon have a swarm of clown heads bearing down on you. When you finally batter Clown-a-Round into unconsciousness, you won't want his heads around to spoil your attempt to throw him out of the ring.

The Goriest Show on Earth





If you don't KO the clown fast enough, he'll summon a huge spinning ball then use it to cross the spiked ring. When he reaches the other side, he'll hurl an explosive ball at you—if you're still there. Iravel with him to the opposite ring by jumping onto the Glue Globes attached to his ball.

Tears of a Clown



The only way to turn the clown upside-down for good is to KO him several times. To knock him out, strike him when he's headless. Though it's risky with all the spikes and chasms nearby, deliver a Corkscrew Conk to his body to score several hits at

This Way to the Egress



After you batter Clown-a-Round until he sees duckies, pick him up and throw him off the edge of the ring. He'll bounce back if he has skulls remaining in his life meter, and he'll be tougher than ever. Apply the same strategy unit you've sent the clown outta town.

Spooktastic World Dual Dragon's Showdown

The two heads of a fiery reptilian threat work in tandem to ensure that your goose is cooked well before you end up in its stomach. Hit their hungry heads until they see double.

Flame-Broiled Boss-Have It Your Way

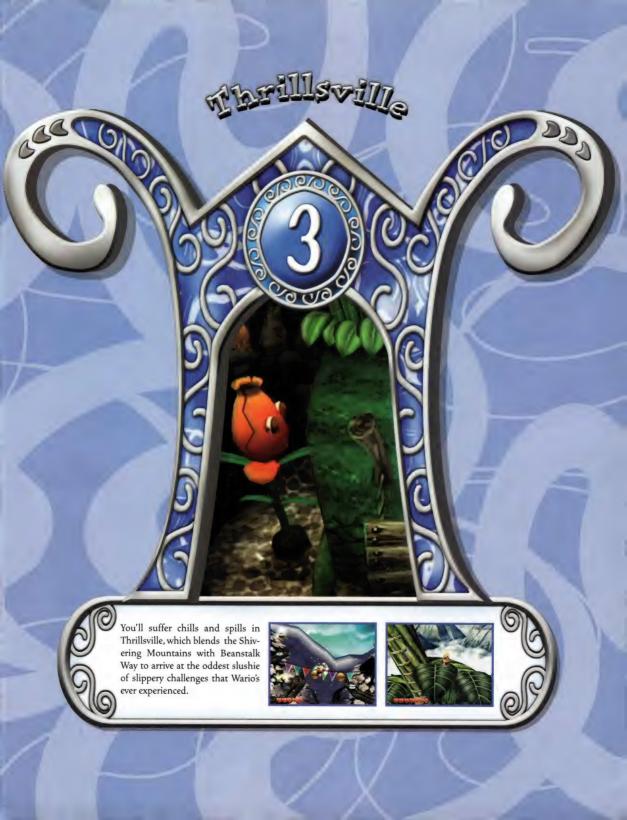


If the creature is in tip-top shape, one ugly head will lash out with its flame attack while the other head dips back into the water. To whittle down its health meter, you'll want to cause one head to fry the other. Punch one head until it's dazed—it will fall on the stone deck and won't have enough wits to pull its head back toward safety.

How Many Chucks Can an Upchuck Chuck?

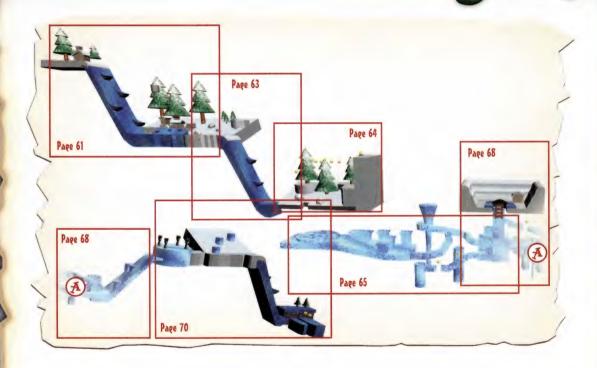


Occasionally one of the heads will disgorge a volley of Glue Globes. Run from the global tide to avoid being swept up as the other head inhales the full load into its stomach. If the creature inhales you, it will cough you up within a moment, but you'll lose health. If you see Glue Globes coming, run to the front of the stone deck, but watch out for the monster's spike-covered tendrils that swipe you if you come too near.



Thrillsville Shivering Mountains

'Tis the season to be greedy! In Shivering Mountains you'll speed down slopes until you reach the frosty labyrinth. Search thoroughly-your treasure is well hidden.



Map Key



























Statue Treasure Treasure Footprints Spritelings Wooden

Button

Chest

Garlic Dispenser Diamond Balloons Doohickey Trapdoor

Red

ByeBye

Stone

Bunny Spring

Enemy Freeze Generator Cannon

Thrillsville: Shivering Mountains



Nice Glass

Before you hit the slopes, search the log cabin that's in the starting area. Its roof bears a treasure button. You'll need to exploit the Bunny Spring below to reach it.





Deliver a Ground Pound to the Bunny Spring—it will add a little more bounce to your rebound, and you'll be able to reach the log cabin roof. Once on the roof, smash the treasure button.

🚺 Look Before You Ski

The slope is slick and sheer—you won't have much time to shift position as you rocket down the mountain. Start your descent on the far side of the slope to make the most of your trip.







If you begin on the far side of the slope and remain there during your descent, you'll fly off two ice ramps—the last one will deposit you on a snow ridge. From the elevated position, you can reach the nearby evergreen trees and the cabin roof top.

Down to Hearth

In the fireplace-warmed underground area, you must smash breakable blocks until the Red Diamond atop the pile falls to the ground.



2

Tree Ornery-ments

The evergreens above the cabin are covered with ornaments—and two kinds of enemies. Outrun the snowbirds and watch out for freeze cannons. If you're hit you might fall to the ground below, and you can't climb back up.





3 Glue Garlands



To reach the uppermost platforms on the evergreens, hop onto the Glue Globes that are strung between the trees, then bound along the sticky garlands.

HOSE/MOUSTACHE Filch from the Flocking





A Statue Piece is propped on top of the leftmost treetop. To reach the top, you'll need to hop from tree to tree, using the Glue Globe strings to reach higher platforms on adjacent trees. You'll find the gold treasure behind the flocked boughs.

Ancient Chalice

After you've plundered the treasures via the cabin rooftop and the tree platforms, hop over the barn to reach the yellow treasure button.



Jump off the barn roof only when you can see your landing area near the yellow button. If you miss the spot, you'll have a difficult time getting back up to it.



If you smashed the treasure button in the starting area before you slid down the mountain, you'll find a chest on the corresponding pad at the bottom of the slope.

4 Ice Climber

If you fall from the slippery rooftops and land in the area at the base of the first slope, you can navigate your way back up to the cabin area, but it's a harrowing journey.





Inch up the snow slope under the ice block shown in the left screen shot then jump toward it—you'll cling to its edge. Pull yourself up to reach the cabin area.

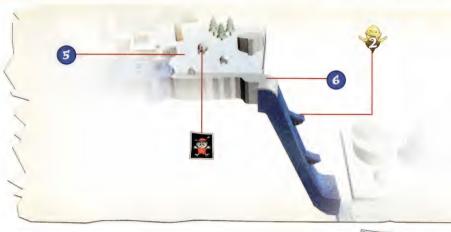
Escape the Snowscape

The passages in Unithorn's Lair are treacherously narrow. You'll need to jump precisely between ledges. If you fall into the muck, you'll ricochet for a long time.



In addition to the dangerously narrow walkways, the lair has more Unithorns than usual. Move fast before they converge on you. If one snaps you up in its teeth, wriggle free by using the Control Stick.

Thrillsville: Shivering Mountains



Abominable Slalom

Step carefully and quickly as you cross the igloo-covered expanse. Strange snow beasts sled in droves down the slope. If one hits you, it'll push you closer to the cliff—and falling off it will lead you to Unithorn's Lair.





6 Bait the Angler Mangler

The freakish Angler Mangler bars your passage to the second slope. You'll need to turn the behemoth's defenders—the Barrel Busters—against it using one of your Mad Moves.







When you approach the Angler Mangler, it will raise an ice barrier to prevent your retreat. The creature will also send waves of ice at you. If the ice hits you, you'll freeze. The only way to hurt the Angler Mangler is to damage its dangling orb—deliver a Piledriver using a KO'd Barrel Buster while standing under the orb. Three hits will do the job.



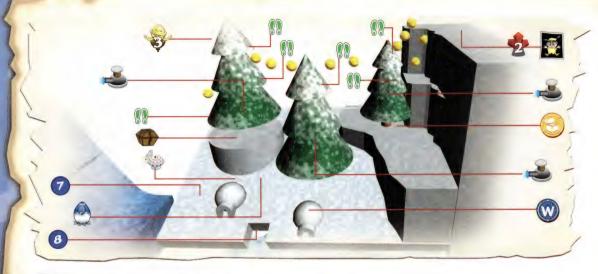
Jump onto the igloo in the middle of your run through the slaloming snow beasts. You can pause to get your bearings and save the caged Spriteling.

TORSO

Controlled Descent



Walk down the snowy hill as far as possible before you step onto the ice slope. You'll slide to the ramp that holds the Statue Piece and have enough control to jump back onto it. Leave the ramp from its near edge to slide to the hidden ridge.



Scintillating Battle



A fierce gembodied creature locks you into battle by using a force field as soon as you slide onto the hidden ridge. Knock out its spawn then throw the li'l gems at their mother to knock out the gembodied creature.







If you've hit the yellow treasure button near the barn at the base of the first slope, a chest will be waiting on the corresponding treasure pad. Reach it by hopping onto the Bunny Spring and crossing the evergreen area.

HIPS Loot the Tree



The leftmost tree hides a Statue Piece in its highest branches. To climb up to the golden goodie, use the Glue Globes that are on both sides of the tree—then bound up the Glue Globe garland that leads to the cliff top.

2

Hodgepodge Lodge

You'll need to make your way up an odd stack of blocks and one puffball to reach a Red Diamond and a Spriteling—a special jumping technique is your key upward.





When clutching the lowest block, push and hold the A Button to jump and clutch the next-highest block. Jump quickly when you touch the puffball.

Thrillsville: Shivering Mountains

Nice Saucer

Before you leave the hidden ridge, stomp the dark blue button on top of the igloo. You'll find its corresponding pad far below.

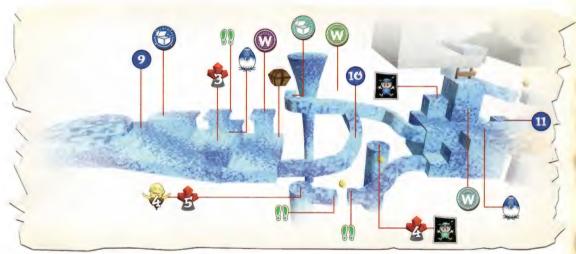


6 Ice Guys Always Finish Last

If you maneuvered your way to the upper ridge, you can reach the ice caves by smashing through the block in the ground. If you didn't make the jump to the ridge, you'll have slid to the caves automatically. Either way you arrive, you must survive 60 seconds in a Battle Ring upon reaching the area.







Step All Over the Icicle Mites

Don't deliver a Ground Pound to the Icicle Mites. The ice-stalagmite monsters have pointy heads that will pierce you. After you knock one out, you can drive it into the ground using a Piledriver then use the KO'd creature as a makeshift step to reach high spots.







If you smashed the dark blue button on the hidden ridge far above your position, a chest will be on the corresponding pad in the ice caves.

3

Suspension-of-Fear Bridge

To reach the distant Red Diamond, you'll need to create a bridge from the blocks that you can move into various positions by using their levers.



If you put the pieces of your makeshift bridge into place perfectly, you'll be able to hop across the gaps with standard jumps.

Glass Bowl

Jump onto the ice stalactites and maneuver around their facets to cross the gap that leads to the purple treasure button. Don't look nearby for its corresponding pad—it's far away.





To cross the stalactites safely, jump onto the first one then maneuver onto its opposite site—you'll be in the perfect position to jump to the second stalactite. Use the same technique to leap to the button's ledge.

Breaking the Ice with Turtles

Turtles that carry bergs on their backs block your passage across the icy bridges. They'll resist punches, so use a Dash attack against them. After an icy load shatters, you can attack the defenseless turtle underneath.





Electric Lines

Carefully approach the bolts driven into the ice bridges. Electricity will arc between the bolts every few seconds. Run through between shocks or leap over the energy when it appears.



10 Tiny Piledriver

You'll need to deliver a Piledriver to the trapdoor on an ice pedestal. Grab an exposed turtle—it won't weigh down your leap to the pedestal.





Don't Falter during Flip-Flops

In the underground area, you must navigate over two massive rotating blocks to reach the Red Diamond and the Spriteling at the far end of the area.





Ride the narrow side of the first rotating block to the middle platform. Run the length of the second rotating block and jump quickly to the final area.

Thrillsville: Shivering Mountains

Nice Cup

Though you can leap at the green button and punch it, you'll likely fall into Unithorn's Lair if you try such a reckless move. Instead, throw a KO'd turtle at the button with a Mega Toss.





After you uncover and knock out a turtle, pick it up and move to the ice platform in front of the button. Reel back with a fully charged Mega Toss then let the turtle fly into the button.

Spriteling on Ice



The blue Spriteling is stowed on a glacial ledge. To reach it, knock out a nearby lcicle Mite then execute a Piledriver. You'll create a stepping-stone.

Ornate Decanter

Knock out an Icicle Mite to use as a step in front of the treasure button. You can reach the button—and stay out of reach of enemies.



After you drive an Icicle Mite into the ground, hop onto it then punch the teal treasure button.

LEFT LEG Smash wi

Smash with Distinction

The treasures are hidden from view. You can expose them by smashing blocks in a specific order.





To begin the bashing exercise, hit the red lever. Each of the blocks will flash in a random order. Destroy the blocks in the same order to reveal the Red Diamond and Statue Piece.

Ornate Decanter



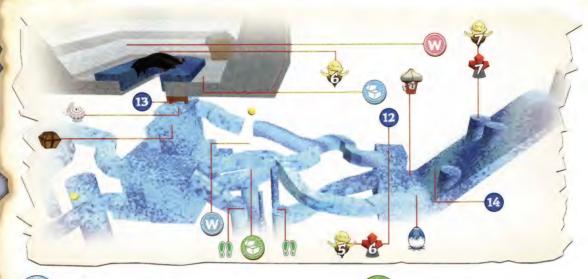
Return to the narrow ice bridge area after you've activated the teal treasure button. Its corresponding treasure pad is hidden behind a turtle carrying an ice load.

🔟 Incoming Fattingtons

Fattingtons will materialize near you as you walk through the narrow ice spans. Watch for their misty shadows and sidestep the plummeting tubs of blubber. They're resistant to most attacks—except your Mad Moves. After you knock out a Fattington, throw it out of your way.







Glass Decanter

The light blue treasure button is embedded in the ice-cavern wall. To activate the button, pick up a KO'd foe, reel back with a Mega Toss and throw your foe at the button.





Fattingtons defend the button area. After you knock one out, don't throw it away. Put it to good use—pick up the Fattington and throw it at the treasure button.

Nice Cup



Clear Fattingtons away from the ice that surrounds the button's pillar. You won't want the blubbery obstacles nearby when you make the jump to and from the pillar.

12 Chip Your Way In

You'll need to Piledrive your way into the hatch on the upper ice platform. Knock out the nearby icy Ankiron for KO ammo.





To knock out the Ankiron in a hurry, pick up one of its bombs then throw it back with a fully charged Mega Toss. Then lug the big lug to the portal and deliver your Piledriver.

RIGHT LEG

How Close Are Close Calls?

A series of moving blocks stand between you and the treasures—don't jump until you know their movement patterns well.



Each block oscillates at a unique rate. After each jump, study the movement of the next block until you're certain that your jump will be in sync.

13 Last Resort

To find the final log-cabin area, backtrack along the highest ice bridge to reach the end of a fallen rope bridge. You can use the bridge as a ladder to climb up. Hop onto the Bunny Spring to get the extra bounce you'll need to grab the lowest rung.





Thrillsville: Shivering Mountains

Jade Box

The pink treasure button is embedded in the side of a slope, but you can't reach it. Knock out a snowman, jump onto the sled to get elevation then hurl the snowman at the button.





You'll be broadsided by lots of snow foes, and all of them make legitimate ammo for your Mega Toss. The red-capped snowmen make the job easier and shorter.

RIGHT ARM Rich Span



The rope bridge might have fallen, but the stone bridge is fully intact. Walk it to grab the golden Statue Piece.



Before you leap back down to the ice caverns, break open the chest on the sole treasure pad in the hidden cabin area.

Survive the Fall



The caverns contain lots of winding bridges that span a whole lotta chasm. Jump near the fallen bridge to land on a safe spot.

14 Fight Flab with Flab

As you make the difficult ascent up the ice slope, Fattingtons will fall on you from above. You'll need to obliterate each one to pass. Whack Fattingtons with KO'd enemies to stun them. They'll rebuff most of your other attacks.







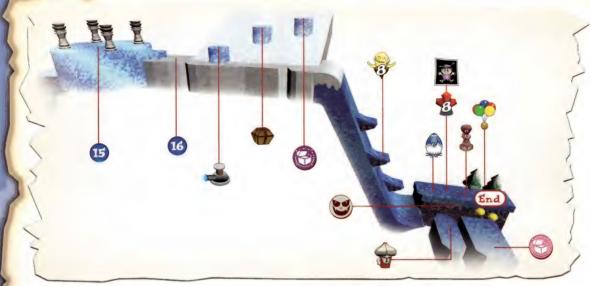
Use a red-capped snowman to KO the first Fattington. Don't return to the bottom of the slope to get more snowmen. Instead, use the KO'd Fattington to hit the next one that falls on you farther up the slope.

Spike Cyclone

Several rotating spike rings are stacked in the chamber-ascend via the Glue Globes.



Ride a Glue Globe until it's directly under one in the nexthighest ring. Jump to the Glue Globe and repeat the process until you reach the treasure.



15 Chilling Ring



In the Battle Ring, you'll face lots of Fattingtons. Pick up objects or KO'd foes to deliver damage. Get rid of the KO'd Fattington quickly with a Piledriver.

16 Cook the Frozen Fish

The second Angler Mangler is a lot tougher than the one you encountered near the beginning of the level. You'll need to deliver additional attacks against the fish's dangling orb. Knock out the Barrel Busters that it sends to clobber you, then execute a Piledriver move while standing under the orb.









Cross the last field that's plagued by slaloming snow beasts to reach the purple treasure pad. Whack the treasure to collect the prize.

Slip 'n' Slide



Hop onto the final ice slope on its near side to reach a ramp that holds a Statue Piece. When you hit the ramp, jump to slow your descent, then hop to the gold treasure.

Jade Box



If you stick to the near side of the ice slope, you'll slide into the low area that holds the pink treasure pad. Smash its chest before heading up to the Stone Doohickey.

Thrillsville: Shivering Mountains



Gyro-Mite!



Several concentric spike rings whirl, protecting a central platform that contains the final Red Diamond and Spriteling. Study the ring movements from afar before dashing in.





33

Take the Plunge

If you've collected five Red Diamonds, the Stone Doohickey will vanish. Leap into the exposed trapdoor.





Winter Windster

He's one heifer of a zephyr. The Winter Windster might have the face of a child, but he packs an arsenal of nasty

attacks in his cumulus cloud. Fortunately, some of the blowhard's attacks make him vulnerable to your punches.

Cold Eyesore



When the Winter Windster gets a special look in his eye—red, glowing and eerie—don't look in his direction or else he'll rush into your body and inflate it.

Sky Is Falling



The boss will leave rocky droppings across the plateau. Throw them into craters to cause blasts. If the boss is above one, he'll be knocked from the sky.

Frost Bites



When floating over the plateau, Winter Windster will fire blue energy bolts at you. Avoid them or you'll lose a bit of health

Face the Exposure



If you're close to the Winter Windster when he exhales, run for cover. If you're far away, run into the gust. You'll freeze solid, then he'll drop to the ground to trounce you. Wriggle out of the ice by using the Control Stick, then trounce him first.

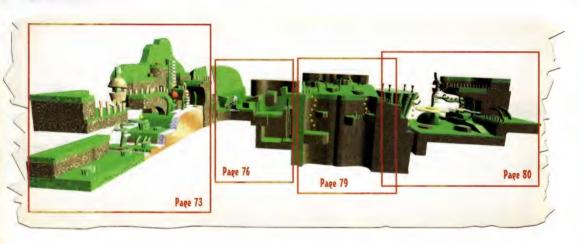
Head to the Epicenter



The boss will drop into a crater and whirl—creating energy waves. Jump over the waves as you run toward the boss. He'll be exposed for a moment when he's done wreaking havoc. Punch him until he's dazed, then use a Mad Move on him.

Thrillsville Beanstalk Way

You'll hit the jackpot if you search every inch of the fantastic land. Keep an eye on the chasms-you might think it's all uphill from here, but beanstalks aren't the only paths.



Map Key



Piece









Footprints



Spritelings

















Stone



Doohickey



Trapdoor

Run with the Pack

You'll face wolves with bad attitudes throughout Beanstalk Way. The red wolves are pushovers, but the larger brown ones are far fiercer.



Thrillsville: Beanstalk Way



1 Copsie-Daisy!

Swirly Slabs helped you gain altitude in Horror Manor; in Beanstalk Way, flowers buds work in the same way. When you see a bud, deliver a Ground Pound to it to open its petals.







Before you pick up the knocked-out foe required to operate the flowery lift, break the flower out of its bud with a Ground Pound first. Then grab a KO'd foe, hop onto the flower and start a Wild Swing-Ding.

NOSE/MOUSTACHE Rise and Shine



Pop open the flower bud then execute a Wild Swing-Ding to give the flower the power it needs to grow. You'll wind up within jumping distance of a golden Statue Piece.

2 Walk the Stalk

You can often climb up the level's beanstalks via ladders, but sometimes you'll need to hop along its leaves. Stay away from the leaf tips you'll slip off them.



Fairy Blunderland



The Spritelings might be most in their element in Beanstalk Way, but they're all still caged up. Find the first one on a severed stalk.

Earring

After saving the red Spriteling, wander farther to the left to discover the light green treasure button mounted on a giant tree.



After evading the nearby Wario-hunting hawks, run up to the treasure button and whack it. Don't scour the vicinity for its corresponding pad—it's far away.

Nice Goblet

Scale the beanstalk to its highest leaf, then hop off the leaf and investigate the area to its left. You'll find land-dwelling manta rays defending the red treasure button.





After pummeling the red treasure button, descend the stalk to the leaves that provide a bridge to the right—you can reach the red treasure pad in the right-hand area.

4

Bring Down the House

The Red Diamond and the Spriteling are atop block columns. Punch blocks to create a staggered block path upward. Don't go hog wild or you won't be able to get up.





The Red Diamond will descend as you punch blocks in its column, but the Spriteling is atop a metal-block column that you can't damage.



Outrun the hawks that circle the red treasure pad. Smash the exposed chest to obtain its valuable contents.

3

Freak Out the Tree Freak

The Tree Freak will block your passage until you topple it. Use your Mega Toss to strike its bud. When its white flower opens,

strike it with KO'd ammo until the tree explodes. Watch out—the Tree Freak will drop spiked fruit and lash out with lethal tendrils.







You can throw the spiked fruit at the tree, but you can pick up the fruit only by its non-spiked side. If the safe side is face-down, deliver a Ground Pound nearby. The move will jostle the fruit and roll it around.

Thrillsville: Beanstalk Way

Ignore the Tulipatooie at First

When you approach the first Tulipatooie's maw, leap into the chasm below to find some critical items. An enemy generator spits out plenty of hazards—wolves and bears that are intent on stopping your treasure rampage.





The Tulipatooie spits out a Glue Globe and quickly gulps it down again. Ignore the floral spectacle for now. Leap into the chasm from which it grows to plunder the lower region.

Violin

On the right side of the chasm bottom, strike the yellow treasure button. Then head back to the start of the level for the prize.



Simple enough—jump up and punch the yellow treasure button to activate the corresponding treasure pad.

2

TORSO

Tight Squeeze

Ride the Glue Globe as it travels a dangerous path to reach the treasures high in the area.



The Glue Globe will pass through two rings with spikes in the middle. Position yourself on the globe so you'll avoid the obstacles.

5

Unbearable Lightness of Being

After you collect chasm treasures, don't linger; there are club-wielding bears nearby. To return to the ledge, Ground-Pound the flower bud to reveal its petals, then grab one of the enemies and use it to lift yourself within arm's reach of the collapsed bridge. You can use it as a ladder.





After you whirl the flower to its full height, you can leap to the ruined bridge and climb up its wooden boards to reach the ledge between the two Tulipatooies.









The yellow treasure pad is at the start of the level—you'll need to backtrack. Cross the chasm by jumping onto the Glue Globes that the Tulipatooies spit out. Leap off them and cross the chasm quickly before the flowers inhale their spittle.



LEFT ARM

Remote Control

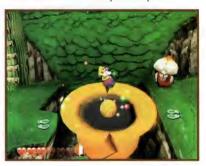
Chests filled with bombs will drop into the room. While standing on the metal block, throw a bomb at the red lever. The block will rise, lifting you to the high platform.





6 Loogie Lunge

After plundering the uppermost plateau, climb down the beanstalk and take advantage of the Glue Globes that the Tulipatooie spits.



4

RIGHT ARM

Skydive for Treasure

Tilt the camera angle so you can look into the vast blue yonder. You'll see platforms far below. Jump for the platforms and let the coin trail guide your descent.





LEFT LEG

Cliff's Achilles' Heel



Deliver a Ground Pound to the block stuck in the small cliff that overlooks the Battle Ring. You'll break through and plunge into the ring, falling through the Statue Piece during your descent.



Don't Botch the Battle Ring

It's hard to make the most of your 60 seconds in Beanstalk Way's Battle Ring. Though some enemies are easy to dispatch, others-like the floating green creatures—fly out of reach of most of your attacks. Lure the fliers together then deliver a Piledriver underneath them.





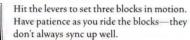
Thrillsville: Beanstalk Way





If you whacked the light green treasure button on the ridge above the starting area, you'll find the chest on the corresponding pad. Smash the chest to nab the treasure.

Learn the Rhythm





Strange Attraction

Monstrous Magnets hover near areas where metal plates cover rock walls. Use the KO'd beasts to create paths up the plates.





Fan-bearing creatures flit near the first metal plate. Their windy gusts are annoying, so eliminate them before you exploit the Monstrous Magnets.

King's Crown

Grab a Monstrous Magnet and hurl it into the plate screwed into the cliff that holds the purple treasure button. The magnet will stick to the metal, making a step for a short time before exploding.





Jump onto the magnetic step then hop up to the high grassy ledge. Smash the treasure button then jump back down to the lower walkway

Jeweled Sword

Before you surmount the second metalplated ridge, leap down to the hidden minivalley, striking the teal treasure button as you fall.



Punch the button as you fall into the gap. If you have difficulty punching the button, deliver a Piledriver to it.

9 Another Descent

Break through the block near the rabid rams to discover a secret area packed with treasure.





Ground-Pound the flower bud to reveal its swirly flower, then use a Wild Swing-Ding move to whirl the flower toward the button.





Wolves abound near the flower. Eliminate most of the pack before you grab one of the KO'd wolves for the Wild Swing-Ding.

6

Heck-a-hedron!



A bizarre multifaceted block turns in space—you'll need to navigate its surfaces until you can jump safely to the treasure.



RIGHT LEG Botanical Ascent







After you plunder the depths for its treasures, return to the upper areas by using the local flora. Use a Wild Swing-Ding move on the flower face to raise it within reach of the slender beanstalk. Then jump to the stalk, inch up its surface then jump to the second stalk. Climb it to reach the Statue Piece.

Jeweled Sword



After you collect the nearby Statue Piece, bash open the treasure chest to collect another item from your prized collection.

10 Sling the Magnets

Return to the verdant spot where the Monstrous Magnets float through the air. Knock them out and use their dazed bodies to create steps that help you over the series of gaps. Hop onto and off of the steps quickly. They'll explode several seconds after you hurl them against metal.





Thrillsville: Beanstalk Way



🕕 The Hills Are Alive

Rams flood out of caves on the upper slopes. If they hit you, they'll batter you toward the lower cliffs and the abyss below. Avoid them as you head for the light blue treasure pad to the right.





Cross the ram paths until you reach the grass ledge that holds the light blue treasure pad. Hop over the rams carefully or they'll batter you into Unithorn's Lair. Punch open the treasure chest to collect the prize.

Game Boy Advance

Jump onto the Glue Globe on the far left during breaks in the ram avalanche. Then bound to the next-lower globe before a ram batters you. Continue downward to the treasure button.



Hop off each Glue Globe and control your descent to land on each next-lowest Glue Globe until you reach a low ledge. Whack the pink treasure button then climb back up the Glue Globes.

Money-Losing Adventure

Unithorn's Lair has narrow pathways, and the Unithorns will swoop in to knock you off them. Avoid them or face coin-leeching muck.



If you fall into the muck, steer your rebounding bounces to the nearest junction—they're easier to hop onto.

One Final Plunge



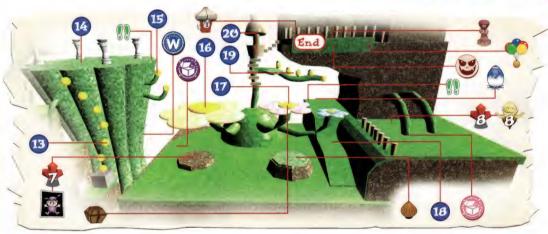


Bound down the Glue Globe chain at the right end of the ram caves. Cross the bridge to find a golden Statue Piece. Nab it then return the way you came to continue to the next zone.

12 Spiked Harvest

To break into the next zone, you'll need to defeat another Tree Freak. Throw its spiked fruit at its white flower to fell the tree.





13 Careful Climbing

The Battle Ring will be just out of reach when you first see it. To enter the ring, you'll need to leap to the base of its beanstalk platform then climb up its other side using a combination of stunned Monstrous Magnets and Glue Globes.



Hurl a KO'd Monstrous Magnet into the metal plate then hop onto the makeshift step to reach the lowest Glue Globe. Bound up the Glue Globe chain slowly and carefully, ensuring that your keister is always pointed straight up before you make your next jump.

14 Fight Club

The 60-second Battle Ring throws club-carrying bears and nearly all other living creatures at you. Piledriver moves are most effective.



15 Off the Stalk

After your Battle Ring fight, peer over the ring's right edge to discover two Glue Globes leading down to a gigantic yellow flower. Bound down the globes carefully. It's a long way down.





Stand in the green footprints in the Battle Ring then leap straight out to latch on to the nearest Glue Globe and continue toward the flower below.

Thrillsville: Beanstalk Way

16 Brawl in the Pollen

When you step onto the enormous yellow flower, a gem-bodied creature will rise and form a force field around the whole flower, preventing your escape until you defeat it.





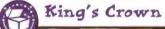
You can score damage against the creature by throwing its children at it. Use the Dash attack to outrun its frequent bursts of homing energy.

17

Diving Board

The grassy field in the shadow of the giant flower holds flora, fauna and fabulous treasure. Stand on the rightmost flower petal and dive into the field.







The purple treasure pad is dangerously near the edge of the cliff. Watch out for overzealous rams as you approach it.

Nice Scepter

The dark blue treasure button is set into the hacked-off beanstalk, but it's far beyond the range of your punches. You'll need to exploit the vicious wildlife to hit the distant button.



Lock horns with the nearby rams until you knock them all out. Quickly pick one up, run over to the gap and hurl the KO'd ram at the button before its kin wake up and make trouble.



Not a Momentum Too Soon

A series of blocks that pop up and fall down again stand between the starting block and the treasures. You'll need to jump at exactly the right moments to leap to each block.





You'll need each block's upward momentum to lend extra force to each of your jumps. If you jump at the wrong time, you'll plunge into the sky.

Nice Scepter







Before you ascend into the final areas, you've got old business to take care of—the treasure on the dark blue treasure pad, You'll need to return to the ram ridge, taking a shortcut across the top of the now-vacant Battle Ring.

18 Tree Freak Three

To climb into the final areas of Beanstalk Way, you'll need to uproot a third Tree Freak. Hurl its fruit at its central bud to score damage.





Every time you score a hit on a Freak Tree's open bud, the weak spot will close up again. Strike the open bud three times to finish off the tree.

Game Boy Advance



Run up the slope to the bear-infested area and bash the chest on the pink treasure pad. Claim its riches then head for the nearby hatch.

8

HEAD

Pummel or Be Pummeled

The Red Diamond and the Statue Piece are well-protected by bashable blocks that repeatedly rain down on the floor. Climb onto blocks and smash them to clear your path.





If you enter without smashing blocks, you're just setting yourself up for a fall. Hop onto the blocks then pulverize them with Ground Pounds to blaze a trail into the dangerous zone.



Vine-Ripe Globes

It's finally time to head to the end of sprawling Beanstalk Way. Bound across the Glue Globes to reach the treehouse structure that's nailed into the last massive stalk.



Thrillsville: Beanstalk Way

26 Treehouse Security System

Climb the treehouse ladder slowly or else you may see the two spikes too late. One circles the stalk at its midpoint; the other circles the stalk inside the treehouse turret. Run across the treehouse bridge to safety.





Feed the Greed

If you've collected five Red Diamonds, the Stone Doohickey will yank them from you and vanish, exposing the goal trapdoor.



Spideraticus

A military arachnid commands the last outpost along Beanstalk Way. It must have seen quite a few battles, because its taped-together helmet has seen better days. Seek out the spider's weak spots and destroy it for good.

Stay Out of Its Mess Hall



Spideraticus squats in a thick mass of webs. Stay out of it; you can't jump while you're caught in the strands. The spider will try to pull you in with a tractor beam. If you can't outrun it and you find yourself in its web, use the Dash attack to break

Outfly the Spider



The helmet-headed creature will leap into the air and smack the ground so powerfully that it will send out shock waves. Jump over the lethal waves when they flood toward you.

Unfriendly Fire



The annoying arachnid will fire homing bursts-and the more hurt it is, the more bursts it will release. Use your Dash to outrun the bursts.

Drop the Purple-Panted Bomb





Spideraticus is vulnerable on his head and abdomen. Deliver Ground Pounds to the soft spots. You'll need to get airborne. When Spideraticus sends out his Glue Globe snares, take the bait then ride the globes as he yanks them back. Jump off at the last second, deliver your KO'ing move then use a Mad Move to bash a skull from his life meter.

Thrillsville Red-Brief J's Showdown

Red-Brief J may think he has all the right moves to best you in a cage match, but that's pure bull. If you can lure him to the lava, you'll snap his spandex somethin' fierce.

Athlete's Foot



Steer clear of the bull's hooves as he marches around the ring. They emit flames that will give you a hot foot if you get too close.

Fancy-Pants Moves Flare-Ups



Red-Brief J has several moves that just can't be beat. When he's about to deliver one, he'll radiate energy. Use the Dash attack to run.



When the unsporting bovine points his front hooves in your direction, watch out for his blasts of fire that track your every step.

Blundering-Bull BBQ



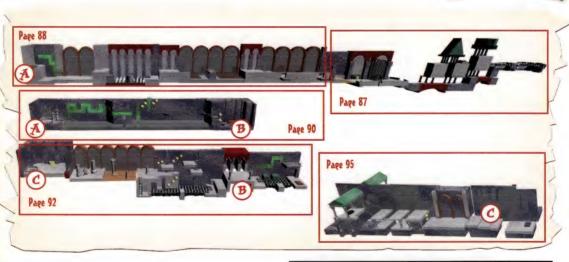


When Red-Brief J shimmers with red energy, he's about to deliver moves that might carry him to the edge of the cage. When he gets too close to the edge, he'll lose his balance and teeter for a moment. Deliver a Ground Pound to the cage—the whole metal structure will plunge briefly into the lava and expose the bull to searing heat. Repeat until he's well-done.



Sparkle Land Mirror Mansion

Monster dolls, ninja birds and vampires in straitjackets-loonies pack Mirror Mansion to the breaking point. Learn each foe's foibles and mop up the madhouse.





































Dispenser Diamond

ByeBye

Swirly Balloons Doohickey Trapdoor Generator Spinner

Two Birds with One Bomb

Unithorn's Lair is short on walkway but has plenty of murk. Limit your movement to reduce your chances of falling into the coin-leeching liquid.



Jump to an inter-section that has two or more nearby crates, then deliver the Piledriver move to smash open all of the crates at once. You'll save yourself unnecessary travel.

Sparkle Land: Mirror Mansion



🚺 Muffle the Horns

A party animal guards Mirror Mansion, blasting bombs out of its festive horns. Throw bombs back at it to score damage.



Big Mirror

Don't smash blocks in the walk up to the mansion interior or you'll cut off your passage to some high areas. Ride the first block up to reach the first tower then hop off the tower's left side to find the first treasure button.





After you ride the block to the first tower, walk off the opposite side of the tower, jump down on the block below then punch the red treasure button.

NIPS Obliterate the Octet

Ten blocks will flash and jingle in a specific order after you hit the red lever—smash them in the same order.



You won't need to memorize the order if you can jump around the area and smash the blocks as they flash. After you smash all of the blocks, the Statue Piece and the Red Diamond will appear.

Under and Over

You'll need to pass under some towers instead of getting on top of them. If there's no way to hop on blocks in your path, smash 'em.



**

Unwanted Guest



Don't smash the block in front of the manor stairway. Ride it upward to discover the first Spriteling. Free the wee thing then continue into the manor.

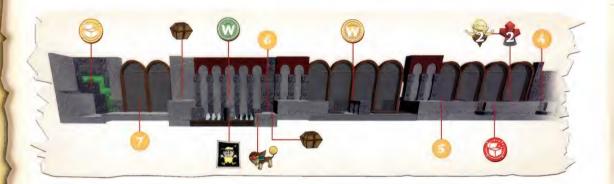
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Start the Revolution

To enter the manor, you'll need to rotate the Swirly Spinner in the direction its red arrows point. The nearby enemy generator will spawn some creatures that you can knock out. Use one to execute a clockwise Wild Swing-Ding as you brush up against the wheel.







A

You're So Vain!

In Mirror Mansion's first hallway, a wall will block your view. Jump often—you'll get a fix on your location in the back wall's mirror as your head rises above the barrier.



Angle the camera downward to see the floor better. Use the Piledriver move to get your bearings—you'll rise high into the air for a moment.



TORSO

Terrifying Centrifuge

To reach the distant Red Diamond and a Statue Piece, you'll need to hop through a series of rings. The rings rotate faster as you near the opposite platform.





The first few rings are easy to jump between, but the last few are a doozy. If you can leap to a ring and land firmly, you won't slide off the edges of the ring during its rotation, no matter how ridiculously fast it spins.

Sparkle Land: Mirror Mansion



You'll easily see the red treasure pad on top of the wall that blocks your view, but you won't be able to tell how to reach it. Jump up as you approach the pad. You'll see a stairway on the other side of the wall. Leap up the steps. You'll be able to see the stairway every time you jump.

👩 The Way Up



The wall will block your view of a ladder that you must climb to get out of the first hall. Leap at the end of the hall to see the ladder.

Antique Clock

The yellow treasure button is partially hidden from view in the room that's crawling with mice. Watch your moves in the mirror.



🕜 Run with the Pack

To cross the spike-lined floor, whack the puppetlike lion to wake it up. The lion won't attack you—it'll just run to the far end of the spiked floor then return to its spot, where it'll fall asleep again. Hop onto the Glue Globe attached to its tail to hitch a ride.



After you wake up the lion, jump onto its tail quickly before it runs off. If you don't make your connection, wait until the lion returns to its resting spot, then start the process again.

Gold Mirror

Wake up the globe-tailed lion then ride the mechanical beast to the floor's midspan. Carefully hop to the far column where the treasure button is—the spiked floor will gash your health if you overshoot the column.



 $\label{lower} Jump from the lion's Glue Globe to the stone column. The button takes up most of the landing space, so deliver a Ground Pound directly atop the button to land safely.$



After you've landed on the treasure button, jump to the nearby platform to free the Spriteling. A normal jump will do—but leap precisely or you'll hit the spikes.

7

Piledrive the Portraits

As you head through the hallway toward the final upstairs room, the Terrible Portraits will fall and trap you. Its faces are invulnerable. Attack the arms to defeat the gallery-creature.







The arms will hurl a variety of lethal energy at you. Avoid the outbursts and bide your time until the Terrible Portraits sends in a creature to do its dirty work. Knock out the creature the nde liever a Piledriver while standing under an arm. You'll score damage against the Terrible Portraits. Deliver two strikes to the arms to score a victory.



Leap onto the metal grating set into the wall then climb its surface to reach the balcony. Study the spikes' movement cycles and pass by them when it's safe. Bash the chest open before you leap into the nearby pit—there's no way back up.



Back from the Dead

Vampires have two lives—so watch your back after you use one in a Mad Move.



After you deliver a Mad Move using a KO'd vampire, it will break out of its straitjacket and attack you again.



LEFT LEG

Navigating the Constellation

You'll need to travel across many horizontal and vertical lines of blocks to reach the Red Diamond on the central block and the Statue Piece on the final block.





Turn the camera angle to better judge how far you must jump. You'll need to leap in all directions—including up and down—to reach the end.

Sparkle Land: Mirror Mansion

Stained Glass

Mirror Mansion lives up to its name yet again in the next stretch of the building, where the mirrored floor will help you navigate high spots that you can't see normally. Climb the wall grating to reach the teal treasure button.





Vampires will swarm around the area, but you can reach the metal grating easily. Climb it to get above the treasure button, then Ground-Pound the button and fall to the floor. Return to the grating and use it to reach the next area.

Gold Mirror



In the second mirror-floored room, don't climb onto the wall grating until you've crossed the floor to the treasure pad on the far side. You'll need to battle past ninja birds to reach the treasure.

📵 Over and Out

After you've nabbed the treasure on the floor, jump onto the wall grating and climb along its surfaces until you reach the top of the

barrier that blocks your passage into the final room on the floor. You'll need to check your position in the mirror frequently.







After you climb the first grating, bound across the Glue Globes to reach the next series of gratings. At times it will be difficult to see yourself in the mirror. Move slowly to track your position.

4

RIGHT LEG

Breakneck Staircase

Blocks make a path up to the Red Diamond, but the blocks rotate in succession. Jump when you see blocks ahead of you turn—you'll land after the wave has passed.





After you've reached the Red Diamond, reach the Statue Piece on the other balcony by using a Corkscrew Conk to bridge the distance. Perform the move where the balconies curve toward each other.

9

Fast Descent

After you plunder the treasures inside the nearby hatch, leap into the hole in the floor. You'll fall a long way into a Battle Ring.





🔞 60 Seconds to Glory

You'll have one minute in the Battle Ring to eliminate as many creatures as you can. Use Piledrivers to vanquish the most foes in a hurry. The Mirror Mansion creatures are particularly resilient, so lure them into a small area before delivering a Piledriver to make the most of your KO'd ammo.





After you dispatch a wave of enemies, more will rush out of the doors in the back of the Battel Ring. Rather than chasing each one as it appears, lure them together then deliver Mad Moves. You don't have much time to rack up damage.

Left, Right, Left

To clear the floor of its riches the quickest, head down the left wing to hit the dark blue button.



To make short work of the huge dolls, batter them until they drop their clubs, then KO the odd creatures.

Gold Clock

Ride the globe-tailed lion to the left end of the spiked floor. You'll find the dark blue treasure button. Be quick as you jump and punch the button—your ride will run away fast.





Hop off the lion's Glue Globe as you approach the treasure button. Land on the narrow ledge, swat the button then jump onto the lion as it turns around to make the return trip, or else you'll be stranded above the spikes.

Stained Glass







As the lion makes its return trip, jump to the Glue Globe that's fixed to the wall. Make your way up the sticky chain to the upper area. Ignore the path that leads deeper into the left wing. Instead, continue up the second Glue Globe path to find the treasure pad. Head back to the Battle Ring and explore the right wing.

Bronze Mirror

Another lion provides transportation for the length of the right wing. Awaken it with a punch then ride its Glue Globe to the far end of the wing. Hop off when you see the light blue treasure button.





Jump off the mechanical beast when it passes the platform beneath the button. Make quick work of rescuing the nearby Spriteling before the lion's return trip.

Thrillsville: Mirror Mansion



You can make the leap to the Spriteling with a regular, well-targeted jump. Punch its cage then catch the lion's return trip or else you'll be stuck on the spiked floor.

Gold Clock





Take the lion for another spin to reach the far end of the wing—but don't worry about rushing to catch the lion on its return trip. After you smack the chest, you'll return to the Battle Ring a different way.

HEAD

Caught in the Clockwork

Dozens of blocks turn through space—study their motions to learn the safe path.



The block collection turns counterclockwise. Don't go with the flow—the blocks will shove you into a spike barrier. Hop clockwise to reach the treasures.

Wall Crawler







Climb the ladder at the end of the right wing to reach the metal grating that spans the length of the wing. Climb it to return to the Battle Ring. Along the way, evade the moving spike to reach a Statue Piece. If you have a difficult time, use a Corkscrew Conk to jump to the golden prize from the ledge to the left of it.

Bronze Mirror



Return to the left wing. Ride the lion to the midspan to reach the pad. Hop off, collect the treasure then wait for the lion's return trip. When it approaches, leap to its Glue Globe and quickly jump to the globe on the far wall to continue onward.

Hidden Pit

Leap down the shaft before you rush to the exit of the left wing. Don't mistake the wall grating for decoration—it reveals the pit location.



There are two ways to climb out of the pit when you're finished-via the ladder or the metal grating.

Triple Corkscrew Conk

Leap onto the Glue Globe to reach the upper balcony area. You'll need to push all three red levers to cause the Red Diamond and the Spriteling to appear.





Hit the ceiling lever with a Corkscrew Conk to lower another ceiling lever. Do the same to the second lever to lower the final one, then strike it, too.

Spectral Analysis

Use the mirrored back wall to see the apparitions that appear in the grand hall. Even after you KO and grab them, you'll be able to see them only in their reflections.





RIGHT ARM

Bound up the Pillar





Before you go to all the trouble of opening the nearby gate, nab the Statue Piece that's stuck on top of a pillar. Glue Globes protrude from the back of the pillar-check 'em out using their reflections in the mirror.

The Wildest Swing-Ding Yet







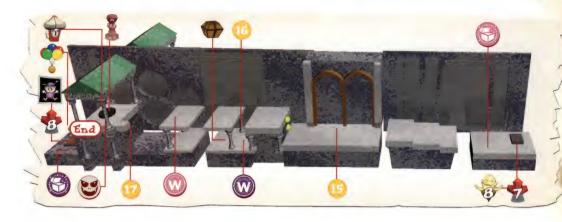
To reach the final room of the floor, you'll need to crank open the raised gate by delivering a Wild Swing-Ding to the nearby Swirly Spinner. Reaching the gate is difficult. Use the single Glue Globe on the back of the short pillar to get on top of the pillar, then jump to the gate.

Gulp the Garlic

Before you leap into the hole that leads to the lowest floor, go a few rounds with the Garlic Dispenser to stock up on hearts for the challenges below.



Sparkle Land: Mirror Mansion



⑮ Outfire the Shooting Gallery

After you fall to the lowest floor of Mirror Mansion, head down the left wing first, where a second Terrible Portraits gallery will fall

and entrap you. Knock out the enemies that it sends to scrap with you, then use the KO'd foes as ammo against the hands.







You can't score damage against the central face. Outrun the hands' energy attacks until the face spits out an enemy that bobbles toward you. Knock out the stooge, then use it to focus a Piledrivier on either one of the hands.

1 Wing Your Way Across

Cross to the far end of the left wing via the upper pathway. Don't drop to the lower walkway yet. Keep an eye out for the cannonballs that the passing zeppelin fires at you.





To reach the upper pathway, jump up the Glue Globes then run across the path, leaping over the huge gaps as you go. Though you'll see a lower area to explore, head for the pink treasure button first and head to the right wing before returning to venture into the lower area.

Crazy Glasses

At the end of the upper pathway, smash the pink treasure button. You'll expose the treasure on the corresponding pad at the end of the right wing.



Crazy Glasses



The pink treasure pad is at the very end of the right wing. Smack it to nab its valuable item, then leap into the nearby hatch.



NOSE/MOUSTACHE

You're Not Kaput: Shotput and Catapult

The Red Diamond rests on a platform across a vast expanse, and the Statue Piece is on a separate platform across another expanse. Don't fret—use the Wario-lobbing gear.





To get the most distance out of the Glue Globe shotput and catapult, jump off the globes just before they hit the end of their throw.

Gold Pocket Watch

After you've broken open the pink pad's chest, return to the left wing and leap to the lower walkway to reach the next treasure button.





Hop down when you first see the start of the lower walkway. Sidestep the strait-jacketed vampire as you run to the purple treasure button.

1

🕜 The Back Way



To reach the final area where the Stone Doohickey is, bound up the Glue Globe ladder. You can see its reflection in the multifaceted back mirror.

Gold Pocket Watch



Don't leap at the chance to wrangle with the Stone Doohickey. Jump off the ledge to its left to find the purple treasure pad.



Swirling Spike-Chain

Intertwined spike-rings twirl between the balconies. Jump onto the Glue Globe to reach the balcony where the Spriteling is then Corkscrew-Conk to the other balcony.





After you reach one balcony via a Glue Globe, stand in front of one of the holes in the spike again and deliver a Corkscrew Conk to zip to the other side.

Sparkle Land: Mirror Mansion

Ready to Play?

Approach the Stone Doohickey if you're prepared to shuck The Mean Emcee in his shell game. If you have six Red Diamonds, the doohickey will vanish and expose the path to the Mirror Mansion finale.





You can see the ByeBye Balloons to the lower left in the Stone Doohickey area. Grab onto its Glue Globe if you missed some unique treasures and need to head back to the starting point in a hurry. If you've robbed all of your treasures back from Mirror Mansion, leap into the exposed goal trapdoor.

B

The Mean Emcee

The Mean Emcee doesn't play by the usual rules of gaming. He'll swindle you out of victory unless you're doubly

sneaky. Knock out the green grifter then demolish him with one of your Mad Moves to score damage.

Green in the Face Yet?



When The Mean Emcee tucks himself into a ball and begins glowing, run to the corners of the area—he's about to spin at a pace that will sicken you if he strikes. Stay away until the whirling dervish stops.

Down-the-River Dance



When the green-faced emcee glows red, get as far away from him as possible—the glow signifies the start of his dangerous jig. Steer clear of the boss until his fancy footwork is over with, then resume your battering attacks.

Emcee Slammer



No matter what tricks The Mean Emcee has up his sleeve, your strategy boils down to bashing him until he runs and hides in his shell-game cups.

Beat Him at His Crooked Game





When the slick emcee hides in one of his cups, his shell game will begin. The cups will change positions. When the shifting stops, punch the cup that you think he's under. If the cup lifts and there's nothing under it, that's a good sign. Jump up and bash the cup—the KO'd emcee will fall out of his hiding place.

Sparkle Land Pecan Sands

If you have the guts to take on its challenges, Pecan Sands will test your mettle with monumental crises. Explore every facet of the pyramid—treasures abound.







Back of Pyramid



Map Key













Spritelings

Statue Piece Button











Wooden Chest





Stone





Enemy Generator



Stone-Cold Statue







Boss Trapdoor



Cyclone Generator

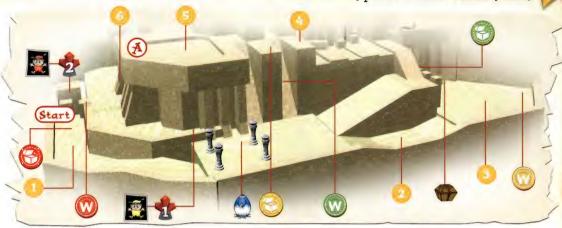
Where to Run in the Lair?

The passages in the eighth and final Unithorn's Lair are the most difficult to navigate. The walkways twist, turn, rise and fall, making it far too easy to slip into the muck.



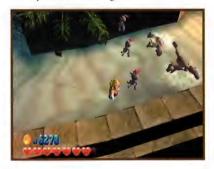
Though the Unithorns dog your every step, move as carefully as you can. They'll swarm in fast, so grab bombs whenever possible to keep the coin-hungry creatures at bay.

Sparkle Land: Pecan Sands



🕦 Wrap It Up

You'll face masses of mummies in Pecan Sands. Brawl with as many as possible as you race to the top to score tons of gold coins.



🗿 Blast Past the Force Field

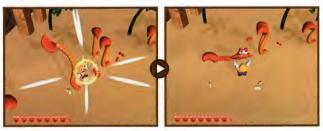
Before you head up the first slope, nab the treasures in the palm area. As you enter the area, a gem-bodied creature will drop and form a force field. You must strike her three times to knock out the monster and her force field.



The gem-bodied creature's brood is fast. Knock them out then use their KO'd bodies against their mommy. Carry the giant creature with you when it falls. You'll need KO'd ammo to overcome obstacles all over Desert Sands.

Unearthing the Big Scorpers

Big Scorpers bury their heads and strike with their tails. You can't score damage against the tails, and when their sharp ends rear up like cobra heads, run away before they clobber you.



A Big Scorper has only one weak spot—its head. To knock one out, batter its head with Ground Pound moves. However, because you'll temporarily get stuck in the sand if you deliver a Ground Pound, use the Piledriver if you happen to have KO'd ammo in your hands.

Ancient Necklace

You'll discover the yellow treasure button at the front of the palm area. Whack the button then head for the first ramp that leads up the pyramid.



Ancient Relief

Before you head up the ramp, whack the green treasure button that's set into the nearby alcove. Its corresponding pad is right around the corner from the top of the slope. Then head upward to the second tier.





Ancient Relief



The treasure pad is tucked under the ledge next to the first sand-spitting statue. Jump down and smash the chest, then run back up the slope to continue onward.



Gritty Spittle

When you pass the beast-head statues, watch for the bursts of sand that they spit every few seconds. If one of the grit gusts hits you, it'll push you back until the gust loses steam.





On the first pyramid tier, you must maneuver past several head statues. Wait until a statue's gust ceases, then quickly make the jump and move onward.





The yellow treasure pad is in front of one of the grit-spewing heads. Wait until its gust passes then smack the chest.

G

Bright Battle

Gem-bodied creatures are out in force across Pecan Sands. After you defeat it, look over the nearby ledge to discover a hidden portal.





Collision Course

You'll need to reach the upper part of the room to retrieve the Red Diamond and the Spriteling. Arrow blocks will soar in a line when punched. Use them to create a path.



Smack the specific arrow block shown to the left to cause a massive chain reaction that will cause many arrow blocks to reconfigure. You'll then see the path upward.

Sparkle Land: Pecan Sands

Ancient Ring

After you emerge from the first underground area, smack the red treasure button on the stone column before you explore the sandfall.



🚺 Shovel Your Way Up

Whenever you see flying shovels in Pecan Sands, keep an eye out for dark rock faces nearby. If you throw a KO'd shovel into the rock, it will lodge there for a short while, creating a makeshift step.





After you KO a flying shovel, hurl the shovel into the dark rock wall to create a step. Hop onto the stuck shovel and use it quickly before it vanishes.

2

Raising a Pyramid

Whack the levers on the flat surfaces to raise the block tiers into a pyramid. Hit the lever nearest to the center last to lift one block high into the air. Ride it to the Red Diamond.



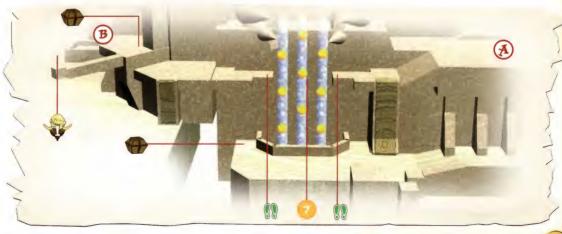


After you ride the block to the Red Diamond, hop down to the pyramid then jump through the central hole to reach the Spriteling far below.





After you smack the red treasure button in the sandfall area, leap to the right to reach the starting area where the matching treasure pad is, then retrace your steps to return to the sandfall.



0

Strong Sandfall

When you return to the sandfall, cross it via the Glue Globes. The path onward continues on the opposite ledge.

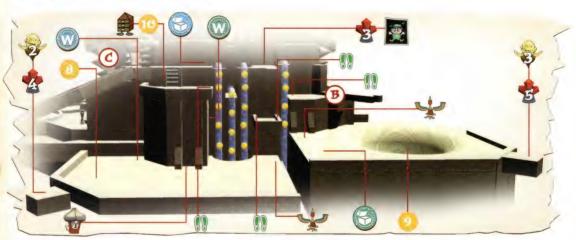








To reach the upper ledge in a sneaky way, lure the hulking mummy over to the spot under the high ledge then jump onto its head. If your timing is perfect, you'll rebound from the rubbery mummy and land on the ledge.





Movin' on Up



The Spriteling is easy to find—the wee creature is on the ground floor. The Red Diamond is harder to reach. Jump onto the arrow block then Ground-Pound it. The block

will rebound into the air. Hop onto the balcony before you get squished between the rising block and the block above it.







After you reach the balcony by using the arrow block, you'll need to jump over the balcony spikes. Jump over each spiked ball as it races toward you.

Small Pyramid

To reach the treasure button mounted to the left of the multistreamed sandfall, bound across the Glue Globes to the leftmost stream, then ride a falling globe until you near the button. Strike it.





Though you'll want to bound from right to left to reach the treasure button, occasionally you'll need to gain altitude—unless you want to ride a Glue Globe down to Unithorn's Lair. Hold the A Button to jump onto the top side of your globe, then press A again and hold it to get the most air. You'll reach the globe high above you.

Sparkle Land: Pecan Sands

Ancient Bracelet

Cross to the back-left corner of the palm area to discover the treasure button. Whack it then search for the hatch close by.



After you hit the light blue treasure button, head through the nearby jelly fishes to the pyramid rim. You'll discover a well-hidden hatch.

a

Jigglefish Swarm

The Laser Jigglefish have one weak spot—their eyeball bellies. When they shoot their lasers, they'll slowly turn and expose the soft spots.



LEFT ARM

The Ultimate Test of Block-Hopping

You'll need to cross fast-spinning platforms to reach the treasures on the opposite end—hone your jumping skills.





When the main platform turns too far to provide safe footing, hop onto the column. When the platform turns more—making the column unsafe—jump to the far side of the main platform.

Small Pyramid





Whack the small winged statue to create a sudden cyclone. Throw yourself into the cyclone to have it whirl you high into the air. Guide your descent toward the opposite side of the chasm to reach the teal treasure pad.

👩 A Nasty Sequel

You fought the scythe-armed monster at the end of Greenhorn Ruins, and the hard-shelled critter has returned for revenge. Use your Dash attack generously to strike it.



As the monster ducks underground and heads for a new spot, Dash-Attack after it to reach the spot and strike it all in one fell swoop. Don't approach the creature when it glows red—it's about to land to the cutting attack.



LEFT LEG

Blocks in Two Corners Are Key

Nab the Statue Piece on the upper floor. Then hit the rebounding arrow blocks in the order depicted below to

create a configuration that will allow you to hop to the hovering central block, which holds the Red Diamond.







First smack the rightmost button near the Statue Piece, then punch the left block at the opposite corner. Hit the block remaining near the Statue Piece, then whack the remaining block at the opposite corner to move it near the Red Diamond.

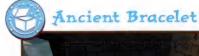
🔃 Shatter the Stone-Cold Statue

After fighting the burrowing miniboss and exploring the nearby trapdoor, return to the multistreamed sandfall and bound across Glue Globes until you reach the Stone-Cold Statue. Smash the statue to reach the ladder.



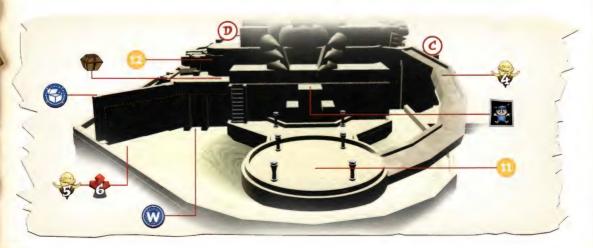


Destroy each of the statue's tiers to topple the whole monster. To obliterate a tier, punch its green orb several times. The statue's eyes, nose and mouth are deadly—avoid them.





Climb up the ladder behind the Stone-Cold Statue to reach the next pyramid level. You'll find another treasure pad seated on the floor.



Sparkle Land: Pecan Sands

Sandy Slide



Leap onto the sand slide but jump in the opposite direction of the way that you'll slide. You'll be able to control your descent better and to steer yourself toward the slide's prize—a gold Statue Piece.

n Tough Crowd

The Battle Ring in Pecan Sands is difficult. Its worms and Laser Jigglefishes demand that you focus special attention on solo foes.



Smite a Big Scorper where its head is buried. Then pick up the KO'd foe to use in a Mad Move on others.

Anubis Statue

Before you head up the ladders that exit the Battle Ring area, explore the sandy spot to the left to discover the treasure button.



You'll find the dark blue treasure button squeezed between two stone supports. Wander in and bash the button.

6

RIGHT ARM

Savvy Moves Required

To reach the Red Diamond and the Statue Piece, you must navigate through falling blocks and Marshmallow Blocks.





To get by the spike on a falling block, jump to the block so you cling to its edge. When the block falls, climb onto it then hop to the next block. Run quickly along the Marshmallow Blocks—they vanish almost immediately.

Room with a View



Don't pick up the stone column at the back side of the Battle Ring. If you climb onto it, you can jump to the ledge that leads to a caged Spriteling.

🔞 Hang on Tight

To head to the upper tier of the pyramid, grab onto the metal mesh set into the pyramid blocks and climb right then up.









You'll find the dark blue pad caged at the end of the pyramid's parapet. Jump over the stone Wario heads to travel to the end of the parapet, then smack the chest.

Monarch Mask

As you pass the wide sand stream, whack the purple button. You'll find its matching treasure pad on top of the pyramid.



Statue Piece



Before you take the stairway up to the next tier, walk behind it to discover an alcove that hides a golden Statue Piece. One last detour: Hop off the nearby ledge to reach the trapdoor on the tier below.

RIGHT LEG

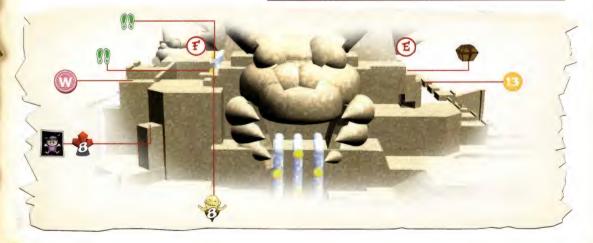
Conk the Balcony Lever

You'll need to reach the balcony to gather its treasures. Spikes block the ladders—you must move them out.





Deliver a Corkscrew Conk to the lever to move the spikes out of the way, then climb up and grab the Statue Piece. Hop up the blocks that span the upper area to reach the Red Diamond.



📧 Resist the Grit

More beast-head statues spit sand over nearby rims. Watch out for the sudden blasts as you battle through the area. If a sand stream hits you, it'll carry you off the edge and to the area below.



Before you enter the area, wait until the nearby head spews sand. Then run through the area, watching for each head's blast as you battle surrounding foes.

Sparkle Land: Pecan Sands

Nintendo GameCube

Sidestep the Laser Jigglefish and Ground-Pound the nearby pink treasure button. Its matching pad is on top of the pyramid.



8

Patience Will Serve You Well

The final underground area is by far the most sprawling that you'll see in your entire quest, but it's nothing you can't handle if you take things slowly. To reach the Red Diamond and the Spriteling, you'll need to navigate to two completely different areas of the 3-D labyrinth.







To head to both goals, head down the path shown to the far left. You'll need to climb the vertical structure twice—once for each goal. To reach the final destination, jump from the high point shown in the rightmost screen shot.

HEAD Big Gulp



One of the largest beast heads built into the side of the pyramid spews a torrent of sand and lots of Glue Globes. Bound across the chasm via the Glue Globes and collect the Statue Piece along the way.

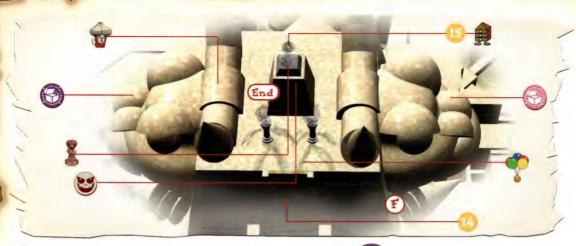
🙆 Dig That Tricky Ladder!







You'll need to climb a great distance up the dark rock to reach the pyramid's peak. Create a ladder using K0'd flying shovels. Throw the first shovel high up and jump onto it. Then punch shovels that fly nearby. You'll need to maneuver so that the second K0'd shovel falls onto the already-stuck shovel where you're standing. Throw the second shovel into a higher spot on the wall then jump up onto the step it creates. You'll be able to jump to the top.



📧 Crush the Final Guard

A second Stone-Cold Statue blocks the ladder that leads to the Stone Doohickey. Avoid the monolith's facial features while you race to punch the green orbs or else you'll face its weird arsenal of attacks.





Strike the green orb on each of the creature's tiers to destroy the tiers one at a time. When you've obliterated all three, the monolith will explode.

Monarch Mask



You've come a long way to reach the top of the pyramid, but don't tangle with the Stone Doohickey yet. Venture out onto the two gigantic beast heads that stare toward the horizon—you'll find treasure pads.

Nintendo GameCube



After braving the height of one gigantic beast head, go out on a limb and walk onto the opposite noggin to discover the pink treasure pad.

The Pinnacle of Success

You've battled through wave after wave of mummies, leapt across sandswept platforms and delivered the smackdown to two Stone-Cold Statues. Exit Pecan Sands by feeding Red Diamonds to the Stone Doohickey.





If you've collected all six Red Diamonds that the Stone Doohickey demands, the stone contraption will vanish, revealing the trapdoor that leads to Ironsider.



Ironsider

The beastly Ironsider is glorified all over the Pecan Sands ble. To destroy the intense boss, KO its stone fists and pyramid with good reason—it's a hard cookie to crum-

throw them into its flaming maw.

Evil Tantrums



When Ironsider's head bounces, it will send out percussive waves of energy. Jump over the waves to avoid getting knocked off your feet.

KO or Be KO'd



When you have a KO'd fist in your clutch, Ironsider will often try to ruin your delivery with seismic waves. Throw fast before you're upended.

Sick Cycle



After you've scored several hits on Ironsider, it will throw worse tantrums and send out multiple energy waves. Jump and be ready to bound over more.

Slip from His Grasp



Ironsider will try to grab you with its hands and hold you tight while it roasts you with its flaming breath. Wriggle free by wiggling the Control Stick.

A Taste of Brimstone



The boss's giant head will frequently spin while spewing flames. You can find sanctuary from the flames by Ground-Pounding yourself into the earth.

Give Yourself a Hand





Ironsider's face will launch its own attacks, but it will also send several stone fists after you. Knock them out then hurl them at Ironsider's head to strike one of the skulls from its health meter. After several hits, you'll eradicate Ironsider.

Feet of Flames



When Ironsider spews flames, it'll destroy everything in its path, including its own hands-which denies you targets to KO. Grab hand-ammo guickly.

Sparkle Land Captain Skull's Showdown

Captain Skull starts out as a tough salt, and he builds into a nearly invulnerable powerhouse. Don't be a wreck—knowledge of his weak spot will help you sink his ship.



Punching Bag



At first you can use normal moves to KO Captain Skull. After he's dazed, use one of your Mad Moves to knock a skull off his life meter.

Maintain a Level Playing Field





Captain Skull will alternate between attacking you from the ship's deck and its crow's nests. Jump onto a spring pad to bounce to the crow's nest above it. If Captain Skull changes position, move to his level or he'll fire his most deadly attack—his exploding moons.

Moonstruck



When Captain Skull's arm cannon crackles with lightning, run he's about to summon a gigantic moon and fire it at your spot. The moon has a massive blast radius, so get as far away from it as possible before the moon makes its impact.

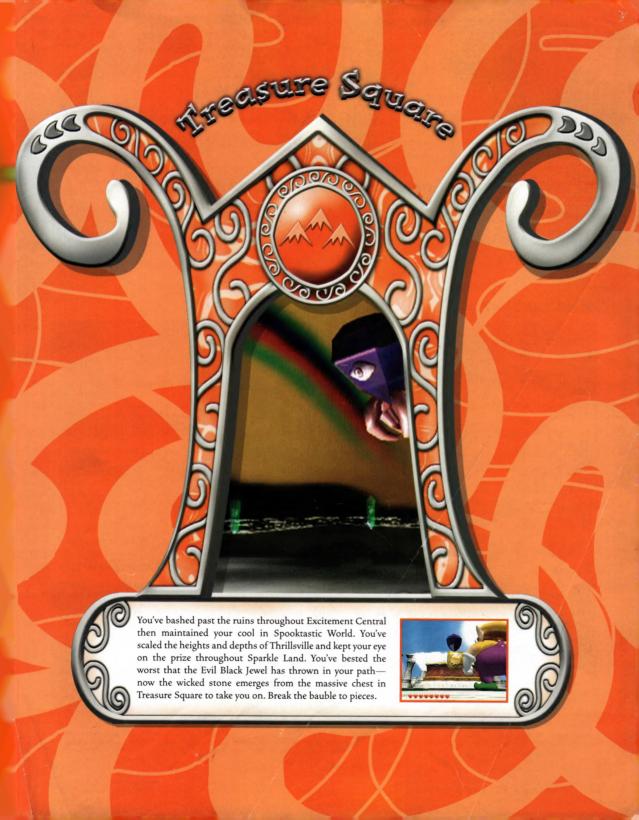
Broadside Him with Cannonballs







Captain Skull will become invulnerable to all of your usual moves after you damage him several times. He'll then be vulnerable to only one thing—his own cannonballs. Move to the opposite side of the ship. When the cap'n fires cannonballs at you, pick one up and Mega-Toss it back at him before it detonates. You'll KO him instantly. Bounce to his side of the ship and use a Mad Move on him before he shrugs off his dazed state.



Final Showdown Evil Black Jewel

Amid an apocalyptic scene, the Evil Black Jewel will emerge from the treasure chest. The world will crumble, leaving behind an eerie arena for your ultimate battle.

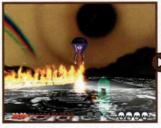


Sizzling Slice of Pie



The Evil Black Jewel will attempt to trap you by slicing up the battle arena with flames. Use your Dash attack to run out of the area before flames form the slice shape.

The Spriteling Five





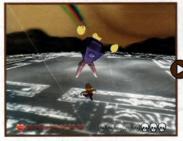
The gem will summon five Spritelings encased in crystals. Dash into each crystal to shatter it. You'll free a Spriteling, which will fly into the Evil Black Jewel and weaken the dastardly creature. Dash several times to get from one crystal to the next. You'll make the rounds to all five crystals while avoiding the gem's attempts to trap you.

Rain of Fire



When the vile jewel brings down a firestorm, watch out for the individual fireballs as they rush toward you. Focus your Dash attacks toward the next crystal to outrun the firestorm.

Raise a House by Bringing One Down





If you destroy the jewel, you'll get your domicile back (though its quality will depend on the number of Spritelings you rescued in the game's eight areas). To KO the gem, smash five Spritelings, then use a Mad Move to knock a skull from its life meter. The corrupt bauble will return and summon five more Spritelings. Free them—and the next Spriteling quintets—to erode the gem's health completely.

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